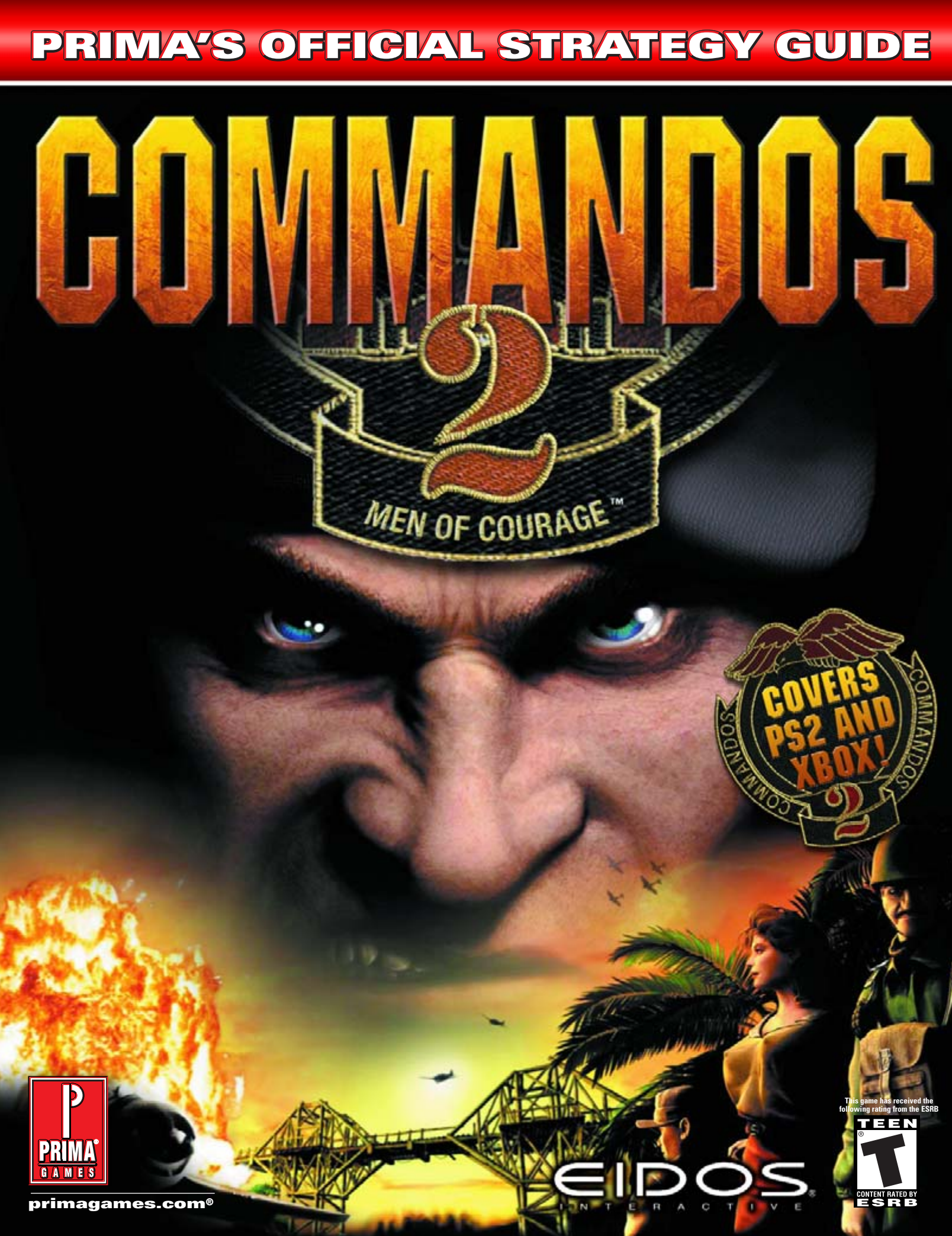
PRIMA'S OFFICIAL STRATEGY GUIDE

COMMANDOS 2

MEN OF COURAGE™



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PRIMA'S OFFICIAL STRATEGY GUIDE

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INTRODUCTION



When they first said that they wanted me to break into a heavily fortified German base, past electrified fencing, trigger-happy sentries, and ravenous guard dogs, I didn't take them seriously. When they asked me again, I refused point-blank—I'd signed up to fight, not to perform a suicide run on my first combat mission. "Look," I said. "Why can't the explosives guy do it?" They replied that they needed to get in quietly, without attracting attention. "What about the Spy?" I countered. But he was currently in a plane somewhere over the Atlantic and wouldn't get here until morning. The top brass were insistent; they needed someone to get inside tonight.

That is why I now find myself clinging to a wall above two German sentries, hoping to God that I don't fall off. All I have to do is make it to the door of the building beneath me, negotiate any guards, and locate my contact, Natasha. Easy does it. One wrong move and I'm history.

Blending complex puzzles with squad-level tactical combat, *Commandos 2* presents you with an enormous gaming challenge. With 10 increasingly difficult missions to complete, there's very little room for error. If you lose even one of the soldiers under your command during a mission, you'll fail that mission and be forced to start again. Consequently, *Commandos 2* requires patience, strategic awareness, creativity, and timing. The importance of training and preplanning is vital.

In the ancient teachings of celebrated Chinese strategist, Sun Tzu, "It is foreknowledge that enables a brilliant ruler and an excellent leader to triumph over others wherever they move." In this guide, we've attempted to provide you with that crucial "foreknowledge." You'll learn about the Commandos that appear in the game, their skills, and how best to use them. Every weapon and item is examined in "The Stores" section, while strategies and tactics are revealed in the "Officer Training" section. You'll be surprised what you can accomplish with just one Commando, a Knife, and a pack of Cigarettes.

After you've trained for the missions in *Commandos 2*, use this guide to gather detailed intelligence data on the landscapes and troops that you can expect to encounter. Once you know how to get the best out of your soldiers, you need to know where to go and what to do when you get there. Be aware of your surroundings and have the patience to reconnoiter, move, and act. The walkthroughs in this guide show you how to fully complete every mission and how to activate the 10 secret "bonus" missions that developer Pyro has hidden in the game. So what are you waiting for? Gather your troops and get going.

Searchlights crisscrossed the surface of the water as the battle cruiser Leipzig was nudged gently away from the dock by three smoke-belching tugs. She was one of the biggest ships in the German fleet and had suffered only minor damage to her forward guns during her last engagement with the Royal Navy. The aging harbormaster smiled. With the Leipzig repaired and rearmed, the British ships would not stand a chance. Germany could win this war.

As the harbormaster reached down for his coffee, he missed the explosion that ripped through the bow of the Leipzig, below the waterline. A second blast rocked the battle cruiser moments later, then a third, sending towering plumes of fire and water into the sky. Before the final explosion, the great ship groaned and shuddered, listing slightly as screaming sailors hurled themselves into the water. Meanwhile, beyond the harbor walls, a burly Commando helped his friend to clamber into their small, black rubber dinghy.

"Enjoy the show?" asked the Diver, taking off his goggles.

"Not bad, my friend," said his companion. "Not bad at all."

BASIC TRAINING

Commandos 2: Men of Courage brings the basic style and features of its predecessors to the Xbox and PlayStation 2. Each of the seven Commandos in the game—Green Beret, Thief, Sniper, Driver, Spy, Diver, and Sapper—has his or her own unique weapons and skills. The Sapper, for example, is the only Commando who can use explosive weaponry, while the Thief can climb walls without using a ladder or a rope. In addition to the seven main Commandos, there are two supporting characters to help you on your way—Natasha the seductress, and Whiskey the dog. This section gives you a rundown on some of the basics you need to know to play the game. The "Officer's Training" section of this guide details how to control your characters and strategies to use during the missions.



Control your group of Commandos as you assault the enemy on ten different missions.



Natasha distracts the guards as the rest of the Commandos sneak by.

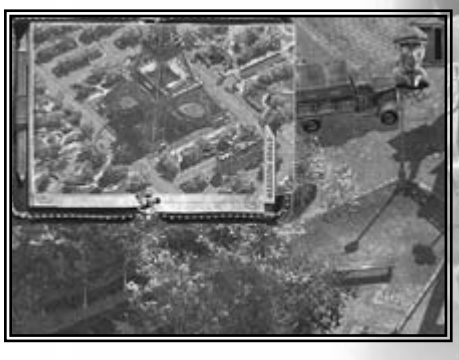


Each Commando type has its own set of skills. The Sapper scans for mines and clears them.

NOTEBOOK

The Notebook has two main functions. Most importantly, selecting it during a mission displays the list of Mission Goals. Select an individual Mission Goal to bring up a graphic guide to its location. You can track down the Mission Goal with a combination of a Map view (with its helpful "The Objective is Here" arrow), a zoomed-out view of the location, and a zoomed-in, detailed view of the location. The second function of the Notebook is to provide descriptions of the main weapons and equipment, plus Commando abilities and other general game information.

Use the Notebook to see the Mission Goals or to get information on how to use a particular object you find.



BACKPACK

A Commando's Backpack shows which inventory items or actions are available for immediate use. For example, a Commando may start a mission equipped with a Pistol but can switch to a Rifle when he eventually finds one. A Commando must equip items in his or her inventory before he or she can use them. To equip an item, select one of the four Backpack spaces to choose an alternate weapon or item. If a selected item can be activated remotely (for example, a Remote-Controlled Bomb or Decoy), an additional activation icon also appears.



When you search a captured or killed enemy soldier, you can raid his equipment and add it to your own. Your Backpack only holds so many items, so make sure you're carrying only the equipment you really need.

TIP

Hit the dirt! Staying low minimizes your chances of being seen by the enemy. Crawling won't get you anywhere fast, but it's often the best way to advance through enemy territory. Crawling limits your exposure to the enemy, but it also restricts what you see and what you can attack.



The enemy won't just stand by and let you walk past. You must be sneaky: Crawl down low to avoid their gaze.



Monitor the enemy's line of sight. This helps show you where to walk freely and where to sneak.

SAVING THE GAME

Commandos 2 is difficult. Some missions may take you a few hours to complete, others an entire day or two. Not only must you master seven different Commandos, each with different abilities and equipment, you also infiltrate bases and towns that are crammed full of enemy soldiers, snipers, tanks, and gun emplacements. Frequently save your game as you play through a mission.

Commandos 2 is a tough game. Make sure you save often. That way you can go back and correct your mistakes.



And you will make many of them. Mess up and the guards sound the alarm, effectively ending the game for you. You can either restart the mission from the beginning or pick it up from the last point you saved.



CONTROLS

Commandos 2 is a demanding game that requires split-second decisions as you direct your troops on the battlefield. Being quick at the controls helps you avoid detection and keeps your Commandos alive. The table below shows the basic commands for both the Xbox and PS2 versions of the game. Refer to this table as you work through the tutorial and training exercises. By the time you complete these introductory missions, you'll be ready for your first Combat Mission, "Night of the Wolves."

CONTROL SUMMARY

Action	PS2	Xbox
Stand / Crawl	L2	WHT
Change Offensive Mode / Interaction Mode	L1	L
Rotate View and Zoom (with right analog stick)	R2	BLK
Change options in Interaction Mode	R1	R
Open "Sight Indicator," Notebook, Detect Enemies, Objects, and Map	SELECT	BACK
Tap through available offensive items	↑ / ↓	↑ / ↓
Tap between possible targets and move through the notebook	← / →	← / →
Move selected commando	Left Analog stick	Left Analog stick
Move camera	Right Analog stick	Right Analog stick
Select current option / mode	×	Y
Direct actions / options	●	A
Cancel action / exit	▲	B
Display character select bar	■	X
Pause game / Option screen / Skip intro	START	START

THE BARRACKS



Welcome to the Barracks. Here you can get an overview of the Commandos that you'll be using in the missions ahead. Each handpicked warrior has unique abilities and equipment. You can also learn a lot about the nature of a particular mission from the personnel assigned to you. For example, if a mission requires brute strength and brutal butchery, then the Green Beret is the perfect choice. Underwater work requires the Diver's talents while setting or defusing explosives is what the Sapper is trained for. Joining them is the Driver (who can pilot or drive any vehicle), the Spy (who can disguise himself as the enemy), and the Sniper (the best sharpshooter the army has to offer).

New to *Commandos 2* is a seventh Commando, the Thief. This guy is a small and agile soldier trained in the arts of stealthy infiltration, picking locks, and picking pockets. Several supporting characters (including a dog) have also been incorporated into certain missions to help you. Most missions in *Commandos 2* involve using the right character, at the right time, in the right place, with the right equipment. With this in mind, the better you know your Commandos, the better you can use them.



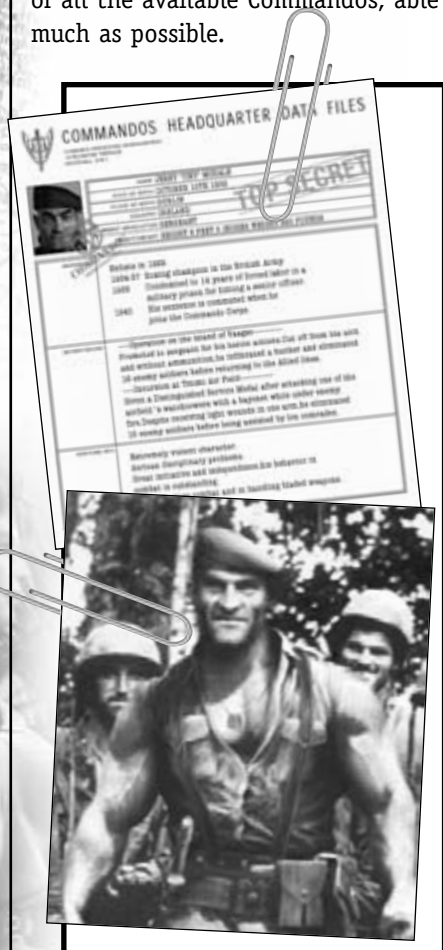
Got a pesky group of guards? Then send in the Driver with a Molotov Cocktail to take care of them.



Commandos specialize in different actions. Do you need to tie up and gag the soldier you just knocked out? Then send in the Sapper.

THE GREEN BERET

Highly skilled, with the ability to use a wide range of weapons and objects, the Green Beret is the best all-around grunt. In most missions, he comes equipped with a Knife, Pistol, and remote-controlled Decoy. He quickly knocks out and ties up guards, swings along telephone wires, and buries himself in soft ground to avoid detection. The Green Beret is the strongest of all the available Commandos, able to lift and move Barrels and other heavy objects around the map. Use his talents as much as possible.



NAME: Jerry McHale, a.k.a. "Tiny"
DATE OF BIRTH: October 10, 1909
PLACE OF BIRTH: Dublin, Ireland
CURRENT GRADUATION: Sergeant
HEIGHT/WEIGHT: 6'5"/220 lb

BACKGROUND

1929: Enlists in British Army
1934-37: Boxing champion in the British Army
1938: Condemned to 14 years forced labor in military prison for hitting a senior officer
1940: Sentence commuted when he joins the Commando Corps

MILITARY RECORD

Operation on the Island of Vaagso

Tiny was promoted to sergeant for his heroic actions. Cut off from his unit and without ammunition, he infiltrated a bunker and eliminated 16 enemy soldiers before returning to Allied lines.

Incursion at Tmimi Airfield

Attacking one of the airfield's watchtowers with a bayonet while under enemy fire earned Tiny the Distinguished Service Medal. Despite receiving light wounds in one arm, he eliminated 15 enemy soldiers before being assisted by his comrades.

ADDITIONAL INFO

- Extremely violent character
- Serious disciplinary problems
- Great initiative and independence, combat behavior outstanding
- Expert at close combat and handling bladed weapons

NOTES

Tiny is the Commando team leader. Because of his incredible ability to infiltrate enemy positions and silently neutralize threats to the team, you'll use him more than any other Commando. The Knife is his weapon of choice. His remote-control Decoy is useful for distracting enemy soldiers' attention from himself or other Commandos during a mission.



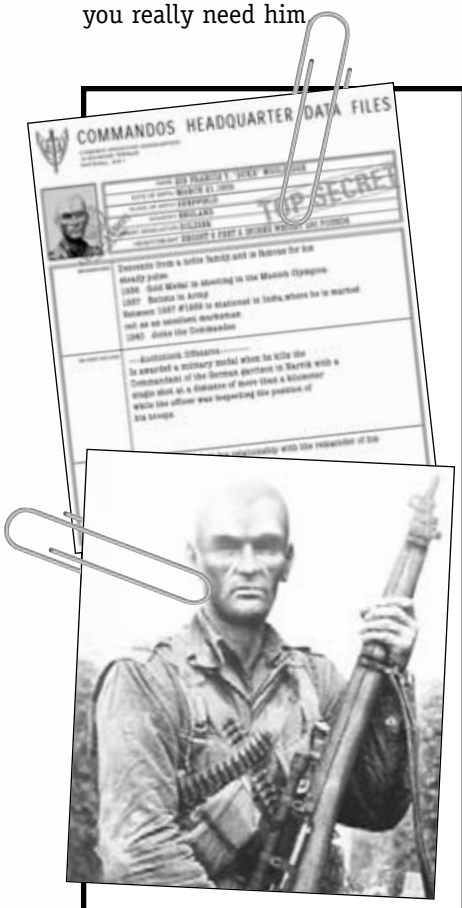
Use the Green Beret to get rid of the enemy. Sneak up from behind and use the Knife to eliminate pesky guards.



Need something heavy lifted? Then the Green Beret is your Commando. He can lift large objects that the other Commandos can't.

THE SNIPER

If you have the Sniper to command during a mission, you can bet that the enemy has one too. Although the Sniper Rifle is completely silent and benefits from a long firing range, ammunition for it is severely limited. The Sniper might be able to carry as many as 25 rounds, but consider yourself fortunate if you start with more than three. Nevertheless, used wisely, the Sniper kills soldiers where other, quieter methods (stabbing and punching) fail. Keep the Sniper well out of harm's way until you really need him.



NAME: Sir Francis T. Woolridge, a.k.a. "Duke"
DATE OF BIRTH: March 21, 1909
PLACE OF BIRTH: Sheffield, England
CURRENT GRADUATION: Soldier
HEIGHT/WEIGHT: 6'2"/180 lb

BACKGROUND

Descended from a noble family, famous for his steady pulse
1936: Earns gold medal in shooting at the Munich Olympics
1937: Enlists in British Army
1937-39: Stationed in India, recognized as an excellent marksman
1940: Joins the Commando Corps

MILITARY RECORD

Auchinleck Offensive

Woolridge was awarded a military medal for killing the commandant of the German garrison in Narvik, Norway with a single shot from a distance of more than a kilometer.

ADDITIONAL INFO

- Very reserved in his relationships with team members
- Cold and calculating character
- An expert marksman, extremely effective in situations of great tension

NOTES

While Duke's role in most missions is limited to eliminating enemy Snipers and distant foes with his Sniper Rifle, he provides covering fire or ambushes using all types of firearms. His Sniper Rifle has limited ammunition, but he picks up enemy Sniper Rifles and ammo from dead Snipers. He usually stays back while the rest of the team advances, then moves forward when his one-shot-one-kill ability is needed.



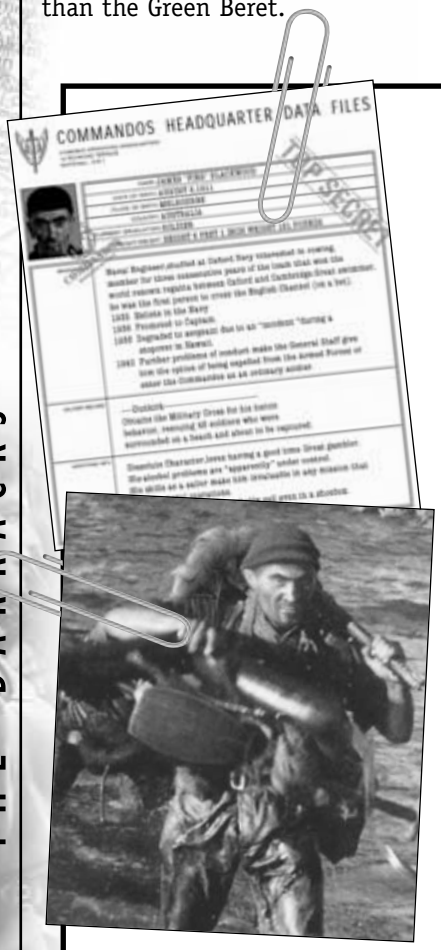
The Sniper effectively takes out the enemy. His usefulness is only hampered by the scarceness of his ammo.



Draw a bead on the target and pull the trigger. The Sniper is great at picking off enemy targets.

THE DIVER

The Diver is much more than just an underwater specialist. Like the Green Beret, he's a good, all-around Commando who's usually equipped with a Knife, Diving Gear, Harpoon Gun, and a Grappling Hook. The Diver's great strength is his skill with the blade. Unlike the Green Beret, the Diver uses his Knife as a throwing weapon, enabling him to silently take down enemy soldiers from a short distance. Give him more than one Knife and he becomes a lethal killer. You might even use him more than the Green Beret.



NAME:	James Blackwood, a.k.a. "Fins"
DATE OF BIRTH:	August 3, 1911
PLACE OF BIRTH:	Melbourne, Australia
CURRENT GRADUATION:	Soldier
HEIGHT/WEIGHT:	6'1"/181 lb
SKILLS:	Invaluable in naval operations

BACKGROUND

This naval engineer studied at Oxford. For three consecutive years he was a member of the rowing team that won the Henley Regatta competition between Oxford and Cambridge universities. A great swimmer, he was the first person to swim the English Channel (on a bet).

1935: Enlists in Royal Navy
1936: Promoted to captain
1938: Degraded to sergeant due to an "incident" during a stopover in Hawaii
1940: Given option of joining Commando Corps as an ordinary soldier or being expelled from the Armed Forces after further conduct problems

MILITARY RECORD

Dunkirk

Blackwood was awarded the Military Cross for his heroic behavior in rescuing 45 soldiers surrounded on a beach and facing capture.

ADDITIONAL INFO

- A dissolute character who loves a good time
- Great gambler
- Alcohol problems "apparently" under control
- Invaluable nautical skills in any mission that involves naval operations

NOTES

Although all the Commandos can swim, Fins' use of an underwater breathing device allows him to stay submerged and swim right under the enemy's nose without being detected. His Harpoon Gun is the only silent ranged weapon in the Commando arsenal, and it allows him to stealthily eliminate enemies near the water as well as on land. Fins is the only Commando who can operate marine craft.



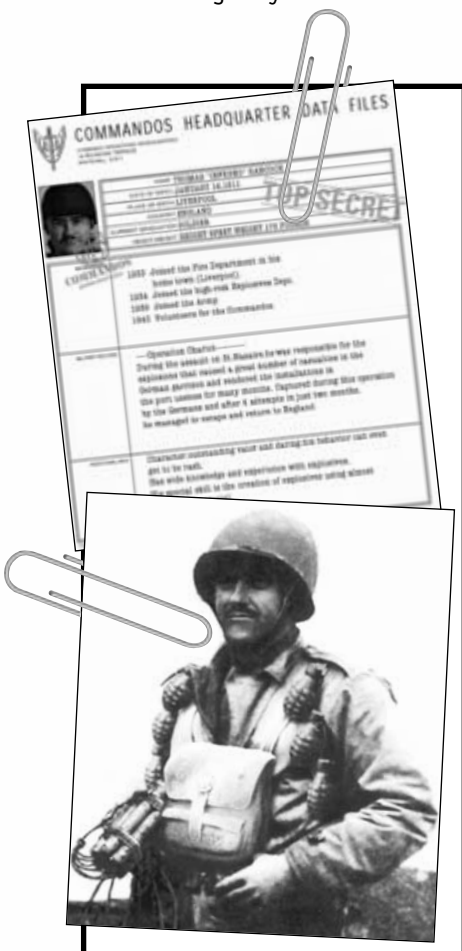
The Diver swims unnoticed underwater.



Like the Green Beret, the Diver uses a Knife to take out opponents, but the Diver throws it to hit targets from far away.

THE SAPPER

The Sapper not only handles Timed Bombs, Remote-Controlled Bombs, Grenades, Mines, and Anti-Tank Mines, he's also trained to use a Flame Thrower, Blowtorch, and Bazooka. Only the Sapper can use any heavy weaponry you find. He also carries a Mine Detector to locate and defuse explosives placed by the enemy, and a set of Wirecutters to snip through barbed wire and mesh fencing. If you don't have a Sapper in a particular mission, don't bother picking up any explosives.



NAME:	Thomas Hancock, a.k.a. "Inferno"
DATE OF BIRTH:	January 14, 1911
PLACE OF BIRTH:	Liverpool, England
CURRENT GRADUATION:	Soldier
HEIGHT/WEIGHT:	6'/175 lb

BACKGROUND

1933: Joined the fire department in his hometown (Liverpool)
1934: Joined the high-risk Explosives Department
1939: Joined the British Army
1940: Volunteered for the Commando Corps

MILITARY RECORD

Operation Chariot

During the assault on St. Nazaire, Inferno orchestrated the explosions that caused many casualties in the German garrison and rendered the port installation useless for many months. Captured during the operation, he managed to escape (after four attempts in just two months) and return to England.

ADDITIONAL INFO

- Outstanding valor and daring, sometimes rash behavior
- Extensive knowledge and experience with explosives
- Specializes in creation of explosives using almost any material

NOTES

Inferno's expertise with all types of explosives is vital for several missions. In addition to placing bombs, he can also use Grenades and the PIAT Bazooka. Both are great for taking out enemy troop concentrations. Inferno employs a Mine Detector to locate and disarm Mines, then uses them against the enemy.



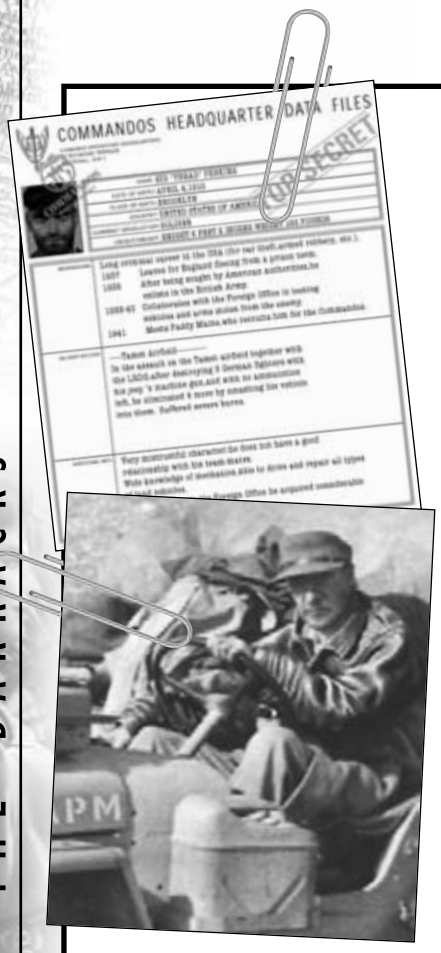
Got explosives? Call in the Sapper: He's the only Commando who can use explosive items like Grenades.



The Sapper ties up the guards after you knock them out. Move the bodies to keep them from discovery.

THE DRIVER

The talents of this undervalued Commando don't stop at the vehicular. He not only handles tanks and planes, he also uses Molotov Cocktails, Gas and Smoke Grenades, the Trap, and the Trip Wire. The Driver also handles a Shovel and digs small holes in a matter of minutes. If you don't have a Sapper in your Commando squad, the Driver makes a half-decent replacement.



NAME: Sid Perkins, a.k.a. "Tread"
DATE OF BIRTH: April 4, 1910
PLACE OF BIRTH: Brooklyn, USA
CURRENT GRADUATION: Soldier
HEIGHT/WEIGHT: 6'2"/183 lb

BACKGROUND

Long criminal career involving car theft, armed robbery, and similar crimes in the USA

1937: Flees to England to avoid a prison term
1938: Evades pursuing American authorities by enlisting in the British Army
1938-40: Collaborates with the Foreign Office to test vehicles and arms captured from the enemy
1941: Meets Paddy Maine, who recruits him for the Commando Corps

MILITARY RECORD

Tamet Airfield

In assaulting the Tamet Airfield with the LRDG, Perkins destroyed eight German fighter planes with his jeep's machine guns, and with no ammunition left, eliminated four more by smashing his vehicle into them. He suffered severe burns.

ADDITIONAL INFO

- Somewhat untrustworthy in the eyes of the other Commandos, does not have a good relationship with his teammates
- Extensive mechanical knowledge, able to drive and repair all types of land vehicles
- Considerable skill at handling all types of arms, acquired during his Foreign Office duty

NOTES

Tread is often the getaway Driver for the Commandos' missions. However, his ability to hot-wire a tank also gives the team some heavy firepower they'd normally lack. Skilled with all types of firearms, Tread provides covering fire and ambushes to support other team members.



The Driver can throw a Molotov Cocktail through the window of buildings like this one here. Toss it in and the guards inside will be toast.



Need a ride? The Driver can hot-wire nearly anything, even a tank.

THE SPY

The Spy can use a Pistol, Rifle, or Machinegun, but he's best at distracting enemy soldiers. Unlike the other Commandos, he wears German and Japanese uniforms for long periods of time and successfully talks to lower-ranking soldiers. Dressed as an Officer, the Spy even issues orders to soldiers and Lieutenants making them look or move in a different direction. The Spy also carries a Hypodermic Syringe filled with Poison that he uses to daze, drug, or kill enemy guards.



NAME: Rene Duchamp, a.k.a. "Spooky"
DATE OF BIRTH: November 20, 1911
PLACE OF BIRTH: Lyon, France
CURRENT GRADUATION: Soldier
HEIGHT/WEIGHT: 6'4"/179 lb

BACKGROUND

1934: Joins French secret service
1935-38: Chief of security at the French embassy, Berlin
1939: Enlists in the French army at the start of the war
1940: Joins the French resistance after German invasion, contacted by the Commando Corps, collaborates occasionally with British forces in special operations

MILITARY RECORD

Duchamp has participated in numerous sabotage operations and has destroyed at least three trains, fourteen tanks, and over thirty land vehicles. His information about German troop positions and movement is invaluable to the British secret service.

ADDITIONAL INFO

- Amiable character, great at conversation
- Feels absolute hatred for the Nazis
- Expertise in communications and techniques of infiltration and sabotage acquired in secret service
- Fluently speaks French, German, English, Russian, and Italian

NOTES

Spooky is the only Commando who can put on an enemy uniform, walk up to enemy soldiers, and engage them in conversation. His disguise ability allows him to infiltrate enemy installations and/or distract soldiers so that teammates can complete their objectives. Using a Syringe filled with Poison, Spooky silently kills.



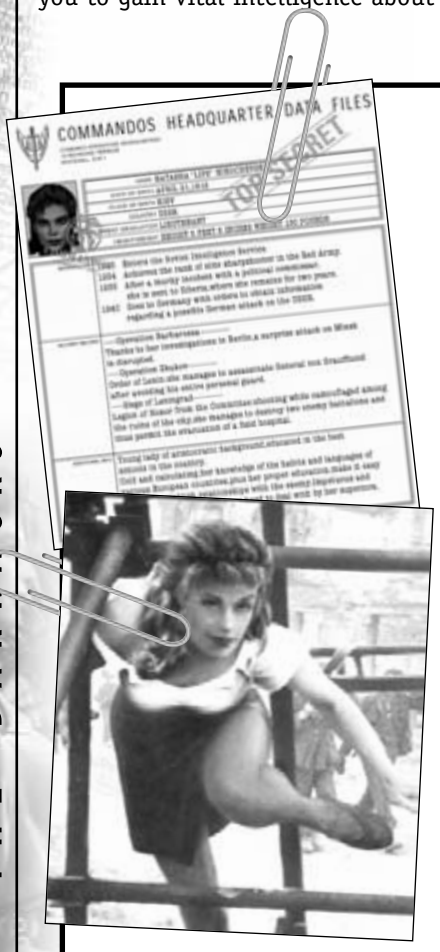
Wearing the enemy's uniform, the Spy orders lower-ranking soldiers around. This is a great technique to move guards out of the way.



Use the Syringe to silently kill.

NATASHA

Like the Spy, Natasha can freely wander around enemy territory—as long as she doesn't do anything suspicious. "Armed" with Lipstick and different outfits, her main task is to distract enemy soldiers. Her attack options are more limited than the Spy's (although her main advantage is handling a Sniper Rifle). She's best used to scout the interiors of buildings, allowing you to gain vital intelligence about enemy numbers before you mount an attack with your Commandos.



NAME: Natasha Nikochevski, a.k.a. "Lips"
DATE OF BIRTH: April 21, 1912
PLACE OF BIRTH: Ukraine
CURRENT GRADUATION: Lieutenant
HEIGHT/WEIGHT: 5'8"/130 lb

BACKGROUND

1928: Enters the Soviet intelligence service
1934: Achieves rank of sharpshooter in the Red Army
1935: Sent to Siberia after a murky incident with a political commissar
1940: Goes to Germany with orders to obtain information regarding a possible German attack on the USSR

MILITARY RECORD

Operation Barbarossa

Thanks to her investigations in Berlin, a surprise attack on Minsk was disrupted.

Operation Zhukov

She assassinated General von Graufftend after avoiding his entire personal guard and was decorated with the Order of Lenin.

Siege of Leningrad

Sniping while camouflaged among the ruins of the city, she managed to destroy two enemy battalions and thus permitted the evacuation of a field hospital. For this she received the Legion of Honor from the Committee.

ADDITIONAL INFO

- Young lady of aristocratic background, educated in the best schools
- Cold and calculating
- Knowledge of various European languages and social habits, able to easily establish relationships with enemy
- Impetuous and overpowering, subjected to various disciplinary measures by displeased superiors

NOTES

Natasha operates similarly to Spooky. She walks right past enemies and even distracts their attention away from the actions of the rest of the team.



Natasha uses her looks to distract the enemy soldiers. As long as she doesn't do anything suspicious she goes unnoticed.



Watch out for high-ranking officers. They recognize her and sound the alarm.

THE THIEF

Small, fast-moving, and agile, the Thief is the last member of the Commando team. Typically equipped with a Lockpick, the Thief climbs sheer walls and picks locks. Additionally, the Thief uses the Wirecutters and carries a portable Ladder (allowing others to follow him over small walls). Note that although the Thief can knock out enemy soldiers, he can't tie them up. He can, however, steal items from opponents without being spotted, jump through windows, and crawl through small spaces. He also has a distracting pet rat named Spike.



NAME: Paul Toledo, a.k.a. "Lupin"
DATE OF BIRTH: March 1, 1916
PLACE OF BIRTH: Paris, France
CURRENT GRADUATION: Soldier
HEIGHT/WEIGHT: 5'2"/107 lb

BACKGROUND

1916-28: Raised in a suburban Parisian orphanage, runs away at age 10 and joins the infant pickpocket gang, arrested at age 12 and locked away in a remand home

1928-34: Engaged in multiple, far-reaching robberies while involved in spectacular flights from reformatories

1935-39: Known by the nickname "Lupin," becomes a Parisian underworld legend of thievery, charged with big thefts from museums, jewelers, and art galleries despite lack of evidence

1940: Betrayed by an accomplice, caught selling loot to a Dutch receiver, sentenced to 15 years in a maximum security prison

1940: Escapes prison when bombarded by the German army during the invasion

1940-41: Joins French resistance, specializes in removal of important artwork from grasp of Nazis

1941 April: Recruited by the Gestapo, assaults the Louvre and steals 37 paintings, flees to England, attempts to join DeGaulle's Free French Forces and is rejected because of criminal past

1941 May: Meets Paddy Maine, who recruits him to the Commando Corps

ADDITIONAL INFO

- Exceptional speed and agility
- Not fond of guns, uses them only if forced
- Reserved but loyal, quickly gains friendship from fellow Commandos

NOTES

Very quick, Lupin can run right past the enemy. His ability to stand right behind a soldier while staying out of sight allows him to pick the enemy's pockets for useful items. Lupin is the only Commando who picks locks, allowing him to open doors or steel cases containing weapons and other equipment



The Thief gets into many locked cabinets and safes.



The Thief hops through windows to get into buildings.

WHISKEY

Whiskey appears in several missions throughout *Commandos 2*, along with the silent Whistles that characters use to summon him. Whiskey distracts guards by barking[EM]although the effect is only temporary. He's best used to ferry items between Commandos who have been separated, such as on the Das Boot Mission. Whiskey can also sniff out Mines. Unfortunately, he hasn't yet learned how to defuse them.



NAME:	Whiskey
DATE OF BIRTH:	Approximately 1935
PLACE OF BIRTH:	Unknown
CURRENT GRADUATION:	Indeterminate
HEIGHT/WEIGHT:	18"/65 lb

BACKGROUND

1941: After his owner died, picked up by the Commandos during a mission
1941: Enlisted as a mascot for the Commando Corps

ADDITIONAL INFO

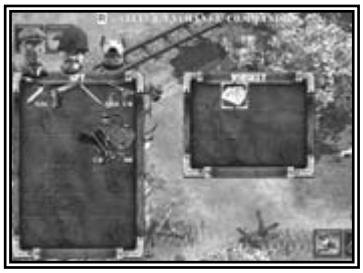
- Exceptionally loyal, is considered the same as any other Commando
- Strong and fast
- Extremely fierce when the situation warrants

NOTES

Whiskey can walk right past enemy soldiers without causing alarm. The team uses this ability to send weapons and equipment from one team member to another, right past an unwitting enemy. Each Commando is issued a Whistle for calling Whiskey to his or her position.

Use Whiskey to ferry items between separated Commandos.

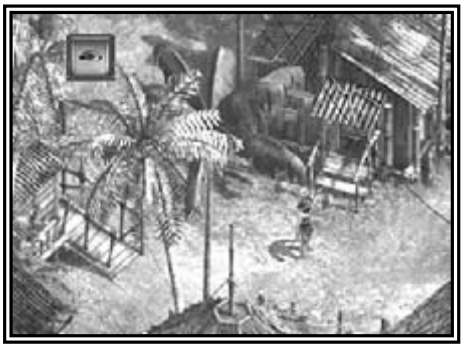




The guards leave Whiskey alone.

WILSON

You find Wilson, a shipwrecked sailor, stranded on the island you need to infiltrate in the Guns of Savo Island mission. Like Whiskey, Wilson temporarilly diverts enemy soldiers and stores those extra items that your Commandos can't carry. Like with Natasha, you can give Wilson a gun to help out in combat when needed. Remember, when a mission features an extra character, he or she is there for a reason.



Wilson is one of several supporting characters who can distract the enemy and help your Commandos.

THE STORES



Your Commandos can use a wide range of equipment, from familiar weaponry like Machineguns and Rifles, to more obscure items such as Traps, Molotov Cocktails, and highly trained, dancing rodents. What makes *Commandos 2* challenging to play, however, is not every Commando can use every weapon or item in the game. Each of the seven Commandos has his or her own unique skills and equipment. The Green Beret and the Diver wield the Knife, for example, but the Sapper is the only Commando trained to use high explosives.

In this section, we examine what you can do with the items featured in the game and tell you who can use them effectively. There's no point in carrying around the Bazooka if you don't have the Sapper in your team to fire it. It takes up four valuable spaces in one of your Commando's inventories. More than 40 weapons and items are available to your troops as they stab, shoot, and fast-talk their way through the various missions. The key to success is knowing which items to take with you, and which to leave behind.

Pay attention, soldier. This information can save your life.



WEAPONS

PISTOL



Several of your Commandos are equipped with the standard Colt 1911A Pistol. Despite its unlimited ammunition, don't rely on it for regular combat. Use Rifles and Machineguns that you pick up from enemy soldiers. Fire three shots with a Pistol to take out an opponent. German and Japanese versions (with limited ammo) are also available.

USED BY: All
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: Unlimited

RIFLE



Allied soldiers use the Lee Enfield Rifle, but Commandos can scavenge the similar Karabiner 98K from the bodies of enemy soldiers. Hampered by a slow reload time, the Karabiner has the firepower to kill with one shot. It does, however, have limited ammunition. Do not use it in missions in which stealth is paramount.

USED BY: All
INVENTORY SIZE: 4 spaces
MAXIMUM CHARGES/SHOTS: 15

SNIPER RIFLE



The M1903.30 Springfield Sniper Rifle and its German equivalent, the Gewehr 98, are two of the most effective guns in *Commandos 2*. To balance out their long-range capabilities and one-shot stopping power, ammunition for these weapons is scarce. Use a Sniper's bullets wisely until you can pick up more from dead enemy sharpshooters.

USED BY: Sniper, Natasha
INVENTORY SIZE: 4 spaces
MAXIMUM CHARGES/SHOTS: 25

MACHINEGUN



The MP40 Machinegun comes in handy if you want to take down several charging enemies at one time. Capable of firing wide-angle bursts of gunfire, the Machinegun is never issued as standard, and must always be stolen from the enemy. Despite its limited ammunition, it is very effective when used with the Standing Coverage command (see the "Officer Training" section).

USED BY: All
INVENTORY SIZE: 4 spaces
MAXIMUM CHARGES/SHOTS: 150

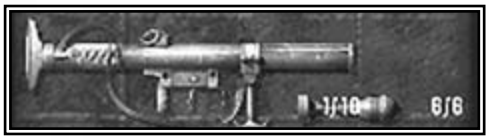
KNIFE



Because most of the missions in *Commandos 2* require a stealthy approach, the Fairburn Combat Knife is usually your primary weapon. Only two of your Commandos can wield it—the Green Beret uses it as a stabbing weapon while the Diver throws it at his enemies. Although the Green Beret needs only one Knife, the Diver can carry and use several of them.

USED BY: Green Beret, Diver
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: --

BAZOOKA



The PIAT Bazooka, or rocket launcher, is a formidable heavy weapon. It is available when your Commandos are likely to encounter vehicle-based threats such as tanks and armored cars. Only the Sapper can use the Bazooka in the field. The weapon swallows four inventory spaces, and the ammunition also requires four spaces.

USED BY: Sapper
INVENTORY SIZE: 4 spaces (Plus 4 additional for ammo)
MAXIMUM CHARGES/SHOTS: 6

HAND GRENADE



Hardly the stealthiest of weapons, the Grenade is vital for quickly taking out groups of enemy soldiers. The Sapper can throw these No.36M MK1 "Mills Bombs" through doorways and windows to quickly clear rooms and bunkers. Only use a Grenade in the open when you're sure that half the opposing army won't come running to investigate.

USED BY: Sapper
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: 10

SMOKE GRENADE



Although it lacks any real destructive power, the Smoke Grenade is very effective in providing cover for advancing Commandos. Used only by the Driver, this nonlethal weapon creates a cloud of thick smoke that your soldiers can use to mask themselves from the enemy. This is useful if you need to cross an open space without being spotted.

USED BY: Driver
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: 10

GAS GRENADE



Like the Smoke Grenade, the Gas Grenade doesn't kill or injure enemy troops. Think of it as a wide-angle "punch" that, once thrown, knocks out soldiers in the targeted area. Fortunately, Allied soldiers are not affected. The Gas Grenade offers a quieter solution than the Grenade for room clearance. Its availability is limited.

USED BY: Driver
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: 10

MOLOTOV COCKTAIL



These gasoline-based fire bombs also make good alternatives to Grenades—especially if your mission team lacks a Sapper. The multi-talented Driver can throw the Molotov through windows and doorways just like a Grenade. Its area of effect is slightly smaller, but it's no less effective.

USED BY: Driver
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: 10

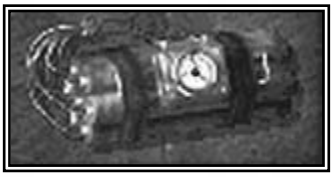
REMOTE-CONTROLLED BOMB



This "smart" explosive consists of two parts—the bomb and a remote detonator. Used only by the Sapper, it's a good alternative to the Timed Bomb because it gives your Commando team more control over when the bomb explodes. Once set, a detonator icon appears next to the Backpack spaces on the Sapper's sidebar. Click it to set off the charge.

USED BY: Sapper
INVENTORY SIZE: 4 spaces
MAXIMUM CHARGES/SHOTS: 1

TIMED BOMB



This explosive charge is your basic "set it, then run like hell" device. There's very little finesse involved when using a Timed Bomb. After it's placed, the Commandos have 20 seconds to get away before it explodes. When a bomb is detonated, enemy soldiers will run to investigate, so you can use these bombs as diversions.

USED BY: Sapper
INVENTORY SIZE: 2 spaces
MAXIMUM CHARGES/SHOTS: 1

MINES



Not only can the Sapper locate and defuse hidden enemy landmines, he also can pick them up and reuse them. Once placed by a Sapper, the Mines are visible (and inactive) to Allied soldiers, but invisible (and active) to the enemy. Any soldier who gets too close to a Mine automatically sets it off. Use Mines to block off key enemy attack or rally points.

USED BY: Sapper
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: 10

ANTI-TANK MINES



A bigger version of the basic Mine, the Anti-Tank Mine is triggered only when a vehicle such as a tank or armored car drives over it. Like the regular Mine, these explosives can be detected, defused, then reused by the Sapper. Anti-Tank Mines are particularly useful in the Saving Private Smith mission.

USED BY: Sapper
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: 10

HYPODERMIC SYRINGE



Issued as a standard to the Spy, the Hypodermic Syringe is a silent weapon that allows the master infiltrator to contribute to the mission's body count. Refilled with bottles of Poison that can be found across the mission maps. The Syringe has different effects on victims, depending on the dosage administered. One jab temporarily dazes soldiers, a second knocks them out, and a third is lethal.

USED BY: Spy
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: 15

FLAME THROWER



Although it's not widely available, the Flame Thrower is a devastating weapon combining the accuracy of a firearm with the fiery joys of a Molotov Cocktail. Only the Sapper can use this heavy weapon, so don't carry it in missions where you don't have access to him. The Flame Thrower also works best when fired on level ground.

USED BY: Sapper
INVENTORY SIZE: 4 spaces
MAXIMUM CHARGES/SHOTS: 500



HARPOON GUN



The Harpoon Gun is issued to the Diver when underwater work forms a significant part of the mission. Think of it as an aquatic Pistol, with the same short firing range and unlimited ammunition. It's useful against enemy divers, crocodiles, and sharks. The Harpoon Gun does not function on dry land, so, if you don't need it, drop it to make room for more useful items.

USED BY: Diver
INVENTORY SIZE: 2 spaces
MAXIMUM CHARGES/SHOTS: Unlimited

EQUIPMENT

BARRELS



Although you can't add these large metal drums to a Commando's inventory, you can lift and move them around a mission map. The Barrels in *Commandos 2* are highly explosive, and you can trigger them by shooting them or detonating a bomb nearby. Mines and Barrels make a fun and deadly combo.

USED BY: Green Beret
INVENTORY SIZE: --
MAXIMUM CHARGES/SHOTS: 1

BINOCULARS



By activating the Leica SLC 8-56 Binoculars and clicking on a soldier, you can view his rank, the type of weapon he carries, whether he leaves his position, and how much health he has left. Such information can be vital when planning an attack.

USED BY: All
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: --

BLOWTORCH



The Blowtorch is another specialized item. When it's included in a mission, it's there for a reason. You can use the Blowtorch to fix broken objects and cut open metal doors. In the Saving Private Smith mission, for example, you use it to get inside the plane that has crashed in the river.

USED BY: Sapper, Driver
INVENTORY SIZE: 2 spaces
MAXIMUM CHARGES/SHOTS: --

CIGARETTES



Along with the Knife, packs of Cigarettes are some of the most important items a Commando can carry. In fact, with these two items alone, you can often lure and stab your way through whole garrisons of soldiers. For more information about the enemy's love of a good smoke, see the "Officer Training" section.

USED BY: All
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: 10

DECOY



Although the Decoy is typically issued to the Green Beret, any Commando can use it. The machine consists of two parts—the Philips L12 emitter and the remote control that activates it. Like Cigarettes and Wine Bottles, the Decoy is used to lure enemy soldiers away from their positions.

USED BY: All
INVENTORY SIZE: 3 spaces
MAXIMUM CHARGES/SHOTS: --

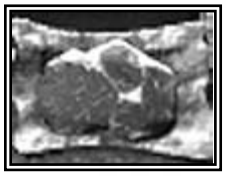
DIVING GEAR



The Diver's all-important Diving Gear is issued whenever a mission features water for this Commando to swim in. Clicking on the Diving Gear orders the Diver to change into his wetsuit and SCUBA gear, equipment that allows him to stay underwater for long periods.

USED BY: Diver
INVENTORY SIZE: 2 spaces
MAXIMUM CHARGES/SHOTS: --

DOG FOOD



You can feed these large chunks of raw meat to the guard dogs that patrol the heavily protected German compounds. Guard dogs act in much the same way as their human counterparts, although in addition to being alerted by the sight and sound of you, they can also smell you coming.

USED BY: All
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: 1



NOTE

By using Sleeping Pills, a Commando can poison Dog Food (turning it from red to green). The resulting Poisoned Dog Food is used to distract, divert, and ultimately disable a guard dog. Poisoned dogs stay asleep for the duration of the mission.

FIRST AID KIT



If you plan to pursue an open, trigger-happy strategy in *Commandos 2*, your troops will get injured. First Aid Kits are scattered across the mission maps, and each one provides a boost to a Commando's Health Bar. The amount of health restored depends on the difficulty level you choose.

USED BY: All
INVENTORY SIZE: 2 spaces
MAXIMUM CHARGES/SHOTS: Varies

FISH FOOD



By using Fish Food underwater, the Diver and Green Beret can create an organic Smoke Grenade. Activating the Fish Food attracts nearby schools of fish that swim around the submerged Commando, obscuring him from nearby enemies. Unlike smoke, however, the school of fish moves with the Commando.

USED BY: All
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: 1

GRAPPLING HOOK



You mainly use the Grappling Hook to help the Diver scale low walls, but you can also use it as a Trip Wire. The Grappling Hook is vital if your Commando unit has no access to the climbing skills of the Thief. It proves that there's more to the Diver than his underwater talents.

USED BY: Diver
INVENTORY SIZE: 4 spaces
MAXIMUM CHARGES/SHOTS: --

LADDER



The Ladder is typically carried by the Thief, who, after he has climbed a sheer wall, can lower it for the other Commandos. Use the Ladder outside and inside buildings (that is, drop it out of a window). You can only pick up the Ladder again from above.

USED BY: All
INVENTORY SIZE: 4 spaces
MAXIMUM CHARGES/SHOTS: --

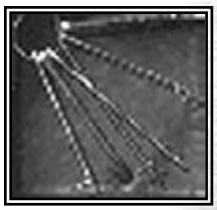
LIPSTICK



The Lipstick is part of Natasha's standard inventory. Using it allows her to distract enemy soldiers, just as the Spy uses his Distract skill. Once activated, the movement cursor becomes a Lipstick icon. When this icon is clicked on an enemy soldier, the victim turns to face Natasha and stays there until the command is canceled.

USED BY: Natasha
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: --

LOCKPICK



Issued standard to the Thief, the Lockpick enables the agile wall-crawler to open locked doors and metal ammunition crates. Once a door is opened by the Thief, any other Commando can use it. Doors typically are locked from the inside, so the Thief must enter buildings via other routes (such as a window) to unlock them.

USED BY: Thief
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: --

MINE DETECTOR



The Mine Detector is standard issue for the Sapper in most missions and, unless Whiskey the dog is part of the team, it's the only way of detecting Mines and Anti-Tank Mines. After you locate these buried explosives, the Sapper can defuse them and pick them up for later use.

USED BY: Sapper
INVENTORY SIZE: 3 spaces
MAXIMUM CHARGES/SHOTS: --

NATASHA'S CLOTHING



Like the Spy, Natasha can wear disguises that allow her to move freely (and undetected) through enemy territory. In the Das Boot mission, for example, she is dressed as a German secretary, allowing her to enter all buildings, operate switches, search furniture, and distract enemy soldiers.

USED BY: Natasha
INVENTORY SIZE: 4 spaces
MAXIMUM CHARGES/SHOTS: --

POISON BOTTLE



The Poison Bottle adds two doses of Poison to the Spy's Hypodermic Syringe. Typically, the Spy starts a mission with as little as three doses in his unique weapon. This "ammunition" must be picked up during a mission and is found in furniture and wooden boxes scattered across the mission map.

USED BY: Spy
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: 2

SHEET LADDER



You use this Ladder variant in the Colditz mission, where Commandos must use limited equipment to complete their mission objectives. By linking the Sheets together, the Commandos can construct a rudimentary rope that performs a function similar to the standard-issue Ladder.

USED BY: All
INVENTORY SIZE: 4 spaces
MAXIMUM CHARGES/SHOTS: --

SHOVEL



Not to be confused with the Green Beret's Bury ability, the Shovel is issued to the Driver. With this item in his inventory, the Driver can quickly dig deep holes to trap and dispose of enemy soldiers. See the "Officer Training" section for more details about this fun tactic.

USED BY: Driver
INVENTORY SIZE: 2 spaces
MAXIMUM CHARGES/SHOTS: --

SLEEPING PILLS



You use Sleeping Pills to poison Wine Bottles in order to distract and knock out enemy soldiers. You can also combine them with Dog Food to send guard dogs to sleep.

USED BY: All
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: Varies

SNOW GEAR



Snow Gear consists of a thermal suit that your Commandos must wear when they operate in subzero conditions. Specifically, you need Snow Gear for the Ice mission or your Commandos will die when they go outside. Commandos can wear enemy snow uniforms, but, like normal enemy uniforms, these only last for a limited time.

USED BY: All
INVENTORY SIZE: 0
MAXIMUM CHARGES/SHOTS: --

SPIKE



Spike is a pet rat, highly trained by the Thief to perform simple but effective tricks. Like Whiskey the dog, Spike can be used to distract an enemy soldier temporarily, allowing the Thief or another Commando to slip by unnoticed. Once used, Spike returns to the Thief.

USED BY: Thief
INVENTORY SIZE: --
MAXIMUM CHARGES/SHOTS: --

CANNED FOOD



Think of Canned Food as a miniature First Aid Kit. Scattered generously across the mission maps, these items regenerate your Commandos' lowered health levels. Unlike the First Aid Kit, the boost that Canned Food gives an injured Commando is small.

USED BY: All
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: 1

TRAP



Although the Trap is a large, rusting set of metal jaws, after you place it on the ground it becomes invisible to the enemy. It kills any soldier who steps on it, but it needs to be picked up and reset before it can be used again. Only the Driver can use this offbeat weapon.

USED BY: Driver
INVENTORY SIZE: 2 spaces
MAXIMUM CHARGES/SHOTS: --

TRIP WIRE



Issued to the Driver, the Trip Wire is one of the more specialized devices that *Commandos 2* offers your troops. Stretch it across a doorway or path—an enemy soldier who walks into it, falls and is rendered unconscious. Using the Trip Wire is a good way to incapacitate individual soldiers if you're attacked by a group of enemies. Note that the Trip Wire does not affect alerted soldiers.

USED BY: Driver
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: 1

UNIFORMS



Although all Commandos can wear enemy uniforms, only the Spy can wear them for long periods of time. There are three different types or ranks in the game—soldier, Lieutenant, and Officer. Only the Spy can wear Lieutenant and Officer uniforms.

USED BY: All
INVENTORY SIZE: 4 spaces
MAXIMUM CHARGES/SHOTS: 100

WINE BOTTLE



Like packs of Cigarettes, Wine Bottles distract enemy soldiers and draw them out of position (see "Officer Training"). It's always worthwhile to carry one Wine Bottle. Officers are more susceptible to this free alcohol than lower-ranking Lieutenants and soldiers.

USED BY: All
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: 1



NOTE

Using the Sleeping Pills, a Commando can poison a Wine Bottle (turning it from red to green). You can use the resulting Poisoned Wine Bottle to distract, divert, and ultimately disable an enemy soldier. After they're unconscious, tie and gag them.

WIRECUTTERS



Although this item typically is issued to the Sapper, all of the Commandos can use the Wirecutters to snip through barbed wire fences and mesh fencing. It's always useful to have a pair of Wirecutters in a mission. They are found in stores, garages, or on the bodies of mechanics.

USED BY: All
INVENTORY SIZE: 2 spaces
MAXIMUM CHARGES/SHOTS: --

WHISTLE



Whenever Whiskey is included in a mission, each Commando in your team is issued a silent dog Whistle for summoning him. Use the Whistles and Whiskey to ferry items and supplies among your Commandos.

USED BY: All
INVENTORY SIZE: 1 space
MAXIMUM CHARGES/SHOTS: --

OFFICER TRAINING



In this phase of your training, we'll be dealing with the art of war—how to plan attacks, how to execute attacks, and how to react to the consequences of your actions.

In *Commandos 2*, planning a mission isn't quite as simple as noting the objectives and finding the best way to reach them. If your objective is to free a submarine crew, as it is in the Das Boot mission, you need to do more than make it to the building where the crew is being held. You have to find the guard who holds the key. Principle objectives in *Commandos 2* often require several subobjectives to be completed beforehand. These objectives may take the combined efforts of several characters or acts of heroism by a lone Commando.You've got to be flexible to react to the changing situation as the mission unfolds.

This section offers a look at the key elements of successful mission planning and execution. What you need most when playing *Commandos 2* is patience.



Scan the map to get a lay of the land before you move your troops out.



Use the right Commando for the right job. Each Commando has a different set of skills, so use them accordingly.



Soldiers can be distracted from their post via a well-placed package of Cigarettes or a bottle of Wine. Use these items to lure the enemy into your traps.



Move the bodies. Leaving a dead or unconscious soldier out in the open will alert the enemy to your presence.

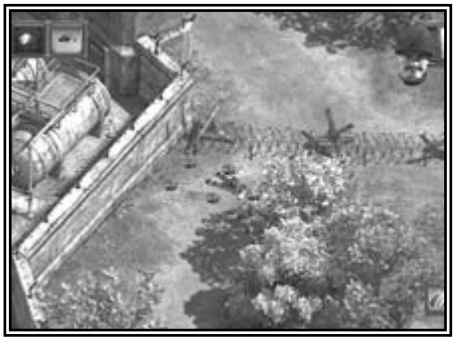
RECONNAISSANCE

Preparation is the key to success in *Commandos 2*. You don't just need to know your own troops' capabilities. It's also important to know the enemy's strengths and weaknesses. Each mission is like a puzzle. As the commander, your job is to make sure that all the pieces are in the right place.

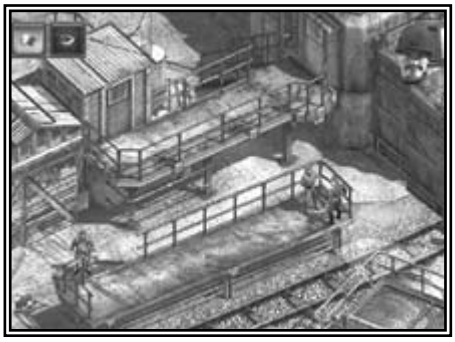
WHICH COMMANDOS?

In each of the missions, you're assigned some or all of the Commandos shown in "The Barracks." You get certain Commandos for a reason. You might get a Spy because you can't complete the mission without being able to walk undetected among enemy soldiers, or you might need a Sapper to handle explosives. You can tell a lot about a mission by the personnel you're given to complete it. The Das Boot at Night

mission, initially gives you only the Thief to control. This indicates that you should complete the first objective using a lot of sneaking around and very little actual combat. The Paris mission, in contrast, gives you all seven Commandos, so you know you're in for a struggle.



The Commandos you get on a mission give you a clue as to the obstacles that you have to tackle. If you've got the Sapper, you might find some explosives or Mines that you have to use.



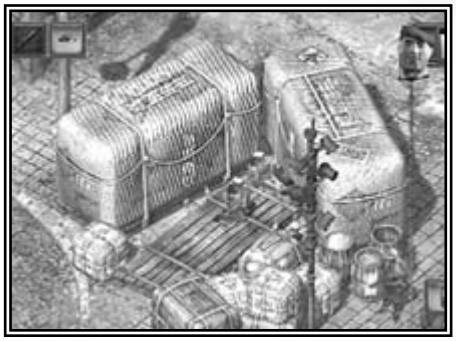
The Spy is great for infiltrating an enemy base right under their noses.

TAKE A LOOK AROUND

Before moving your Commandos, take some time to study the landscape. Zoom out and pan around the immediate area. Note the locations of nearby enemy soldiers, and rotate the view to get a better understanding of where the threats are. The only thing you can't see is the guards and soldiers hidden inside the buildings.



Zoom out and take a look around.



You sometimes find soldiers hidden behind obstacles.

MISSION OBJECTIVES

Once you've scanned the landscape and noted the positions of the enemy, familiarize yourself with the objectives. *Commandos 2* has a new feature that allows you to view several graphical guides to enemy locations, including a Map view, zoomed-out view, and zoomed-in view. Ask yourself: Who have I got to work with? What equipment do the Commandos have? Do I need to find more equipment to achieve the specified mission objectives? Unfortunately, the answer to the last question is always yes. The Generals may tell you to blow up gun emplacements, but they rarely issue you the explosives to do it.



Search the landscape and the fallen soldiers. They have the equipment that you need.



Here are keys to open a locked door.



Here's a uniform to disguise the Spy.

PLAN "B"

There's more than one way to achieve the mission objectives in *Commandos 2*. There are efficient ways, stealthy ways, and bloody ways. There is no one right way. Plan "B" isn't a single, magic alternative—it's a willingness to look at other options and different routes to your targets. It's making certain that you're not making a simple task complicated. And while making the most of your Commandos' talents is vital during a mission, regularly saving your game is more important. Some of the missions in *Commandos 2* can take hours to finish.



There are more ways to solve the mission. Look for alternatives.

KNOW YOUR ENEMY

Commandos 2 features German and Japanese armed units, and it's important to take some time to familiarize yourself with them. In both armies, there are three distinct ranks of fighting man—soldiers (armed with Rifles or Machineguns), Lieutenants (carrying Pistols), and Officers (also equipped with Pistols). In addition to these basic unit types, there are several special units to be wary of. These include the following:

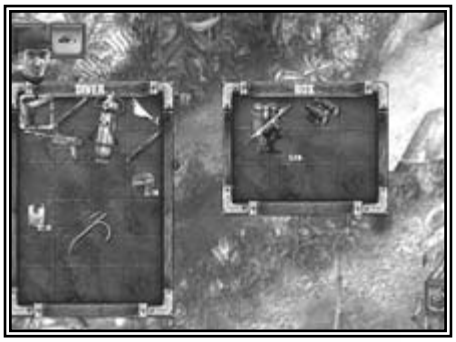
- Civilians: Includes sailors, technicians, mechanics, and workers. They're mostly unarmed, but they can still raise the alarm if they spot you.
- Snipers: Like your own Sniper, these sharpshooter units can be deadly, picking off your Commandos from long range with a single shot. Snipers can be identified by their lighter-colored combat fatigues.
- Grenadiers: Just when you thought you could creep up behind any soldier and stab him to death, some soldiers respond with Grenades. Use the Binoculars to identify them.
- Divers: Providing a threat to your Diver while he's under water, enemy divers are armed with Harpoon Guns, which can kill your Commando with one well-aimed shot. There are several of them in the water at once, so be careful.
- Spotters: These soldiers carry Binoculars so they have a greater range of vision. If they spot you, they'll call in support.
- Heavy Machinegunners: If you wipe out the Heavy Machinegunners, you take control of their Machineguns.
- Patrols: These consist of groups of five enemies: A Lieutenant or Officer, plus four soldiers. They follow a preset patrol route.



Keep a lookout for snipers. Their aim is deadly.



Officers are a tricky bunch. They don't fall for Natasha's distractions and usually need a bottle of Wine to entice them, rather than a simple pack of Cigarettes.



Watch out for the large patrols. There are enough soldiers to ruin your day if they spot you.



Civilians leave you alone, but they can still trip the alarm.

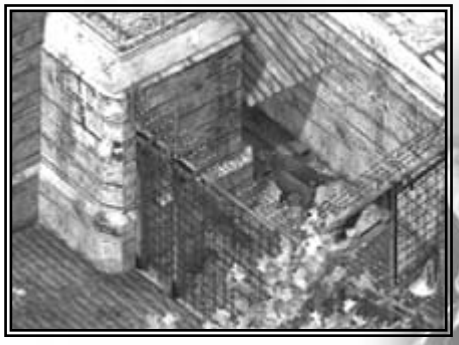
COMBAT TRAINING

The terrain varies from mission to mission, and objectives change, but one thing in *Commandos 2* remains constant. In each mission, you must know how to dispatch enemy soldiers efficiently and without injuring your own troops. Often, you must do this quietly, remaining undetected. A lone Commando can easily fight one soldier at a time, but he'll struggle to fight 20 if an alarm is raised, especially if they're all armed with Rifles and Machineguns. Choose the Knife (carried by the Diver and the Green Beret) and your fists.

Enemies can hear you—you'll attract their attention if you fire a gun, detonate an explosive, or even run within earshot. They can see you—each soldier has a field of vision, and if you stray into it, you'll be shot (unless disguised). The enemies will know someone is sneaking around if alarms sound, guards shout warnings, or guard dogs bark.

Whichever enemy units you encounter, make sure that you can kill them or knock them out (and remove the body) without attracting the attention of their trigger-happy comrades. In this section, our Drill Sergeant takes you through the basics of Commando combat.

Watch out for guard dogs. You can poison hunks of meat to knock them out.





Get rid of the body. If you knock out or kill an enemy soldier, other guards will eventually find the body if you don't move it out of the way.

DOES YOUR TARGET MOVE?

Once you've identified a soldier you want to "remove," be careful not to go blundering in with a Knife as soon as his back is turned. Make sure you have a safe hiding place, and watch to see if your target moves. In *Commandos 2*, soldiers guard specific locations and patrol in a predictable, looping routes. After you know if your target moves and where he moves, you can start planning the next phase of your attack.



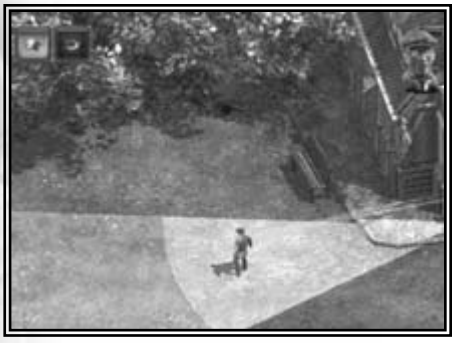
Wait for moving targets to clear the area before you move in. **Commandos 2** ***requires patience.***

WHAT CAN THE TARGET SEE?

Monitor the field of vision of the target enemy. By moving the red field of vision "X" to an enemy soldier, you can see what he can see. If the target's field of vision is a green cone projected onto the landscape, he is unaware of any threats. If it's red, he has been alerted to a potential danger and is actively searching for intruders. If you stray into his line of sight, he'll immediately identify. A red field of vision will change back to green in time—simply wait. After you know where your target is looking, you'll know whether you can sneak up on him unnoticed.



A green field of vision means the target is unaware of a threat. Use this to plant Cigarettes and bottles of Wine to distract soldiers away from their posts.



If their field of vision is red, targets are on alert. Be careful wandering near these soldiers.

WHO CAN SEE YOUR TARGET?

Before you strike, find out if any other soldiers will spot you when you attack. Move the view marker into open ground and you can see the field of vision of soldiers. Only attack when you are satisfied that nobody will see you approach your target, or that you can time your mugging when nearby soldiers are looking away.



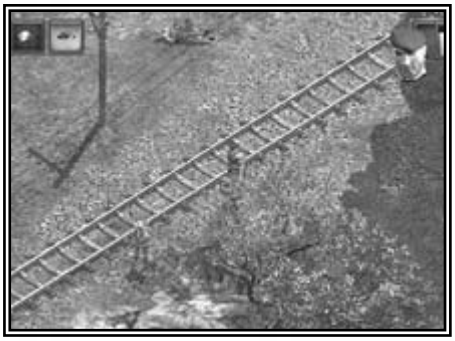
Monitor who is watching a particular area. This will help you sneak across the landscape and make sure other soldiers can't see you take out their comrades.

WHO SHOULD ATTACK YOUR TARGET?

You know who you want to attack. You have watched how they move. You know where they look. Now who should do the attacking? The Green Beret and Diver are both skilled with the Knife. Stabbing a soldier from behind is a quick and easy way to dispatch him. Although the Diver can hit targets from some distance, this benefit is balanced by the fact that he must retrieve his thrown Knife and pick up the body. The Green Beret has no such problem. Other Commandos must resort to the Stun attack, after which they must tie and gag the victim (except the Thief).



In this mission the Sapper can knock out guards and tie them up. Others can only knock them out.

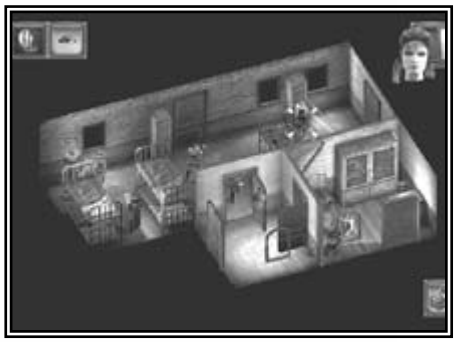


The Diver and the Green Beret can both use the Knife, but the Green Beret simply stabs soldiers and can immediately pick up the body.

THE ART OF DISTRACTION

In most cases, your Commandos can't sneak up behind an enemy to kill or knock him out. Most targets must be lured away from their guard posts or patrol routes. Enemies will do anything for a free pack of Cigarettes or Wine Bottle. Throwing either of these distractions into an enemy's field of vision generally causes him to abandon his position and retrieve your gift. This method is vital for maneuvering enemy troops into a place where an attack is safer to attempt.

The main distractions in *Commandos 2* are the Cigarettes and the Wine Bottles—don't be without at least one of each. You can add the Decoy to this list, but, unlike the Cigarettes and Wine Bottle, this needs to be placed rather than thrown. Other distractions include the Thief's trick-performing rat (Spike); Whiskey, the item-carrying dog; and Wilson, the sailor. The skills of the Spy and flirtatious nature of part-time Commando Natasha can provide more permanent forms of distraction.



Natasha can distract enemy soldiers and allow other Commandos to sneak past.

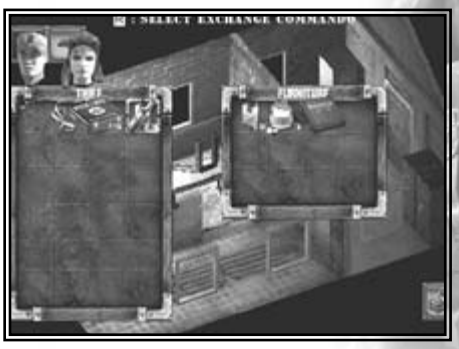


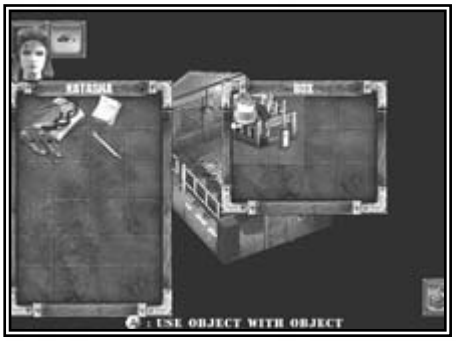
The Spy can also distract enemy soldiers when he is wearing an Officer uniform.

Enemy soldiers are suckers for a pack of Cigarettes lying on the ground.



Officers are lured by a bottle of Wine.





You can combine Sleeping Pills with a bottle of Wine (the bottle of Wine turns green). Soldiers pass out once they drink the combination.

ATTACKING BUILDINGS

During most missions, you must survey and storm enemy buildings. As a rule, look before you leap—look through a door or window, or up and down a ladder. Doing so allows you to see the inside of the room and to note the movements and positions of any enemies before you strike. Successful room clearance depends on the number of enemies, their positions, and the weapons they're carrying. Unarmed targets fight heroically (but poorly) with their fists. Use natural cover to divide and conquer your opponents.



Sneak a peak through the window or door before you exit a room.

CLEANING UP

It's vital to the success of any mission that you clean up any military mess you make. Move the bodies of any soldiers that you kill or knock out. Leaving dead or unconscious soldiers lying in plain view will likely attract the attention of their comrades.There are times when this sort of distraction can helpfully lure guards out of position, but take the time to carry enemy bodies to places where they won't be seen—behind or inside cleared buildings is the safest option. Don't forget to search each enemy you dispatch for extra equipment, weaponry, and ammunition.



Find a good spot to hide the bodies of the soldiers you neutralize.



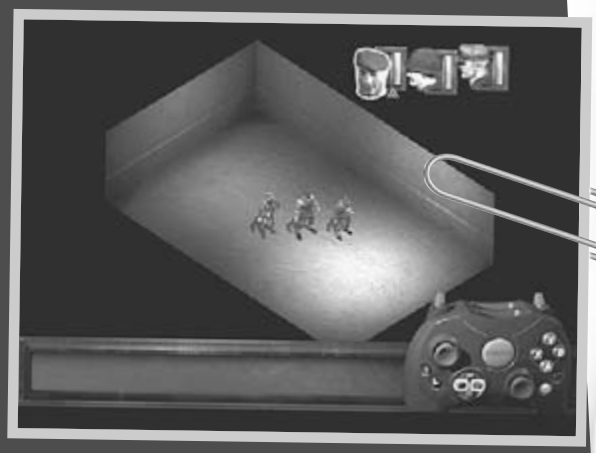
If you don't, the enemy will see your handiwork and go on the alert.

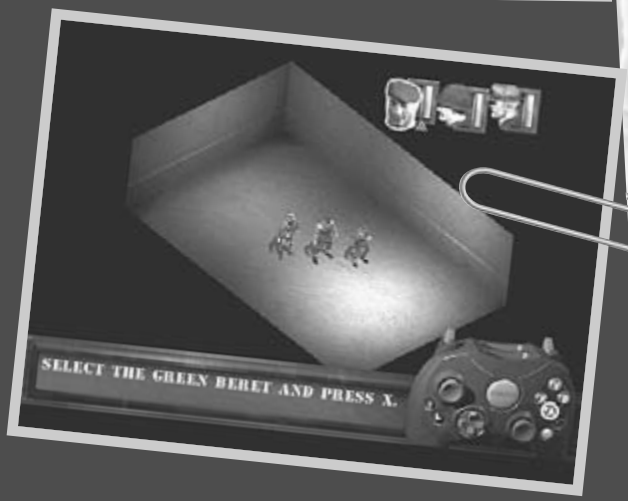


OTHER TACTICS

- Defuse and Reuse: The Sapper can not only locate and defuse Mines and Anti-Tank Mines, he can pick them up, store them, and reuse them later in the mission.
- Standing Coverage: This auto-fire option allows you to preset a cone-shaped area of fire for a Commando.
- Barrels: These heavy drums explode when hit by a bullet. Only the Green Beret is strong enough to move them. To take out a large group of soldiers, plant a Mine and position Barrels so they'll detonate in the blast.
- Pitfalls: The Driver can use his Shovel to dig deep holes. Place a packet of Cigarettes beyond a hole to lure enemy soldiers. As they move toward the Cigarettes, they'll fall into the hole.
- Bottle It: Natasha can incapacitate enemy soldiers by hitting them over the head with a Wine Bottle.
- Hit, Tie, and Gag: Tie up unconscious enemy soldiers. They'll remain tied until one of their fellow soldiers frees them.









THE NEW TRAINING MISSIONS

The console version of *Commandos 2* features several mini-missions that teach you all of the skills you need to know before you can tackle the training and combat missions. When you enter the mission, the program guides you through the button commands and objectives that you must accomplish.

TRAINING CAMP 1



PRIMARY OBJECTIVES	Neutralize all the enemies at the border gate Get to the guard post Get the Wirecutters from the metal box Cut through the barbed wire and deactivate the Mines Fight the Officer groups
SECONDARY OBJECTIVE	Obtain the contents of the wooden box

WALKTHROUGH

Are you ready for your first taste of combat action? Just because this is a training mission doesn't mean it's simple. This small area is packed with enemy soldiers, and if your small Commando team is discovered, the forces on hand will wipe you out. This compact scenario provides a good test of the combat skills that your Commandos will need later in the game. The landscape features patrolling guards, sentries, barbed wire fences, and hidden Mines. Look around the battlefield before you start moving out from your secluded location behind the buses. This will help you get a feel for the layout of the enemy at this checkpoint.

The first order of business is taking out the sentry next to your starting point. Take control of the Sapper and wait for the patrolling German soldier to walk away from the sentry. Rush the sentry from behind and knock him out with a quick punch—don't shoot him; the report of the bullet will draw the other guards to your location. Once the sentry has been knocked out, tie him up, gag him, and carry him back behind the bushes before the patrolling guard returns. Now that you are behind the bushes, you can search his body. Make sure you take the Cigarettes and his Rifle; you will need both to knock out the patrolling guard.

Patrolling guards are suckers for a pack of smokes. Equip the Sapper with the pack of Cigarettes and throw it into the road. As the patrolling guard walks back to where the sentry was, he will see the Cigarettes and become distracted. This is your chance to knock him out. Tie him up, gag him, and carry him back to your original hiding spot. He's carrying a pack of Cigarettes and another Rifle, so if you need the ammunition grab it now. Finally, using the Sapper again, walk up behind the soldier working at the red-and-white barrier. Knock him out, tie him up, gag him, and dump him with his compatriots behind the bushes.



The first order of business is eliminating these two guards. Wait for the patrolling guard to walk away, then spring your attack the sentry.



Once the sentry is tied up and out of the way, use the pack of Cigarettes to distract the patrolling guard. Take him out and tie him up.



It's time to deal with the guy repairing the roadblock. Run up behind him and take him out.

With the three soldiers out of the way, the path seems open for the Thief, but there is a guard at the hut between the two sentry points. If the Thief tries to swing overhead, the guard trips the alarm. First get rid of the guard on your side of the barbed wire, in the bushes to the right. Sneak up behind him and knock him out. Once he's unconscious, tie him up. Stay in control of the Sapper and equip him with one of the Rifles you picked up from the subdued guards. Take a shot at the guard standing by the security hut and he'll drop like a rock. It makes a lot of noise, but the other guards don't notice.



Sneak up behind the guy in the bushes and knock him out. Since he is already concealed, there is no reason to hide the body. Tie him up, though—you wouldn't want him coming to and sounding the alarm.

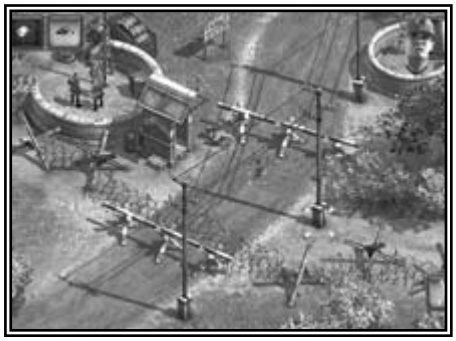
Now take control of the Thief, move him to the nearby telephone pole, and have him climb to the top. Guide the Thief across the telephone wires to the telephone pole directly in front of the small semicircular bunker. Climb down and crawl around the bunker to the metal box to unlock it. Inside the box, you find a pair of Wirecutters and two Grenades. Don't worry about the guard in the bunker; he never turns his head in your direction. Once you've gotten the Wirecutters and the two Grenades, get back to the telephone pole and swing back over to the other side of the security checkpoint. Meet up with the Sapper and give him the Grenades and the Wirecutters.

The only guard left that you need to worry about right now is the guy sitting at the security hut. Shoot him with the Rifle you took from one of the guards.

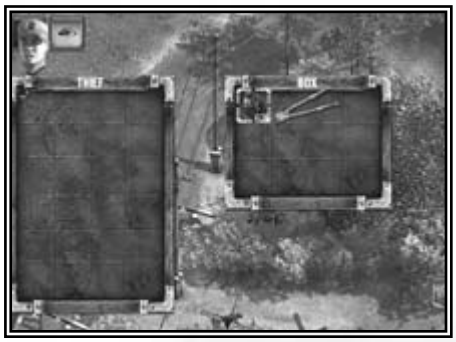




After you take out all the guards on this side of the barbed wire fences, take control of the Thief and head for the telephone pole.



Swing across the telephone wires to the other side. Drop in front of the semicircular bunker and crawl around it to the metal box. You don't have to kill the guard. He doesn't notice you rummaging through the goodies.



Once you have the Grenades and the Wirecutters, swing back over to the other side and give the equipment to the Sapper.

TRAINING CAMP 1

Take control of the Sapper and crawl in front of the barbed wire fencing to the right. Cut through the fencing and then equip your Mine Detector. You must deactivate all of these Mines to successfully complete the mission. Be very careful as you walk through the minefield. One wrong step and the Sapper is a goner. After you clear all of the Mines, approach the wooden box next to the security hut and complete the secondary objective.



Use the Sapper and the Wirecutters to cut through the barbed wire.



Then clear the area of Mines. Once you find one with your Mine Detector, you must deactivate it. Save before you perform this dangerous task. One false move and you're toast.

After the minefield has been cleared, it's time to take out the rest of the guards. Sneak back onto the original side of the barbed wire fence with the Sapper, and crawl to the area in front of the circular bunker holding the Officer and the two guards. Equip your Commando with the Grenades and lob one in. The guards are standing so close together that a well-placed explosion takes out all three of them.



Take control of the Sapper and crawl along the fence to this point in front of the circular bunker.

Toss in a Grenade and the three guards are history.



The only thing left to do is to eliminate the guard in the semicircular bunker near the metal box where you found the Wirecutters and the Grenade. Use the Rifle to take him out and the mission is complete. As you play through this mission, make sure you save along the way. The run through the minefield is tricky, so make sure you take your time.

TRAINING CAMP 2



PRIMARY OBJECTIVES	Rescue the Allied soldiers who have split from their unit Obtain the key to the house Contact your allies Use the enemy radio to contact HQ Fight the Officer groups
SECONDARY OBJECTIVES	Obtain the contents of the wooden boxes Defend against the enemy attack Destroy the enemy tank

WALKTHROUGH

Set during a gun battle between Allied and German soldiers, this second training scenario requires you to kill or disable all of the enemy troops. You have been given three Commandos to control in this mission—the Green Beret, the Sapper, and the Driver.

From the start position, use the Sapper and his Cigarettes to lure the German soldier kneeling by the wall. When he's close enough, knock him out, then tie him up and gag him. Search the captured guard to get a Rifle. Next use the Green Beret to knife the nearby soldier in the trees. Make sure you do this when the Officer at the far end of this area is talking to his Lieutenant. If he isn't, he'll spot the Green Beret and sound the alarm. With only three Commandos, you can't withstand a frontal assault. You need to pick off the soldiers one by one, so take it nice and slow and use stealth to your advantage.



Throw the Cigarettes into the open to lure the soldier away from the wall. When he is in range, jump him and tie him up. Move him out of the way and you can go after the next soldier.



Switch to the Green Beret and knife this soldier. Make sure the Officer is looking away when you do it. Wouldn't want to get caught, now would we?

Keep control of the Green Beret and sneak up on the soldier kneeling next to the semicircular wall. None of the other soldiers see you approach. Again, knife this soldier when the Officer talks to his Lieutenant. Drag the body out of sight (behind the nearest tree is fine). Search the soldier's body to get a Machinegun.



Take the Green Beret and sneak up behind this soldier. Knife him when the Officer is talking to the Lieutenant. Drag the body behind the nearest tree.

There are still several Germans on the ground level—two riflemen on the stairs and the Officer on the ground we've been keeping an eye on. The Officer receives regular reports from a Lieutenant in the field. Move the Green Beret to stand behind the wall near the German Officer. The best time to knife him is when he kneels down after his chat with the Lieutenant. You should have enough time to attack him, pick up the body, and take it behind the wall. Search the dead Officer to find a set of keys. These open the building on the street above.



Move the Green Beret to this position and wait for the Officer to kneel.

TRAINING CAMP 2



Knife him from behind, then drag the body out of the way. He is carrying keys that you will need later.

The only way to the street is via the stairs. But there are three bad guys blocking your way. Watch how the soldiers move. The Lieutenant and one of the riflemen remain stationary while the third soldier regularly crawls up and down the steps. Using one of the Rifles that you've stolen, shoot the crawling soldier when he reaches the bottom of the steps. Shoot the Lieutenant when he comes down to examine the body of his dead comrade. Two down, one to go. Crawl up the steps and shoot the last rifleman. Before you move to the next area of the level, search the bodies to find more ammunition and weaponry.



Shoot the first soldier as he crawls to the bottom of the steps.

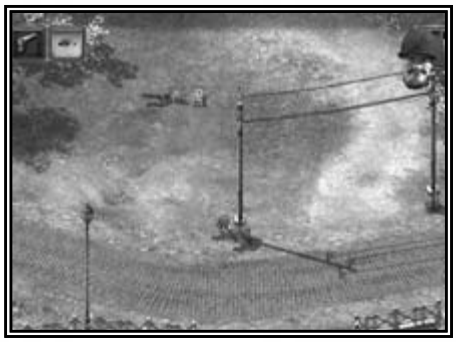


Then pick off the Lieutenant as he comes down to investigate.



Finally, crawl up the steps and shoot the last rifleman.

Take the Sapper and make sure he still has his pack of Cigarettes. Crawl to the top of the stairs and throw the Cigarettes out to the top of the landing. There are two soldiers near the telephone pole. One soldier stays put while the other crawls back and forth between the telephone pole and the wooden box. Lure the crawling soldier toward your position on the steps using the Cigarettes. Shoot him with the Rifle when he's in range. Next, crawl forward and pick off the soldier next to the telephone pole. Then creep forward and shoot the soldier next to the wooden box. Search the bodies for ammunition. Open the wooden box to find a First Aid Kit and two cans of Food.

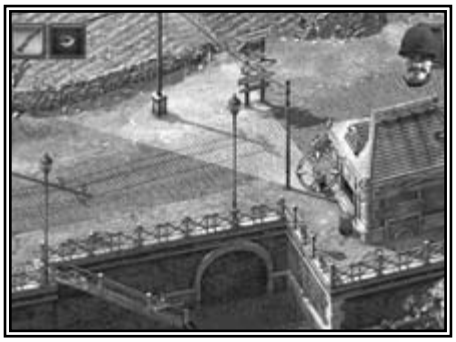


Get rid of these two soldiers. Use the Cigarettes to distract the soldier who's on the move. Once he's out of the way, shoot the one who stays put at the telephone pole.



Then creep up and shoot the soldier by the wooden crate. Search the bodies for ammo.

The next soldiers you need to take out are the ones surrounding the building. Use the Rifle to pick off the guard. If you keep close to the railings as you approach him, he won't see you. Stay in that position and shoot the other soldier who joins him. Search both bodies to stock up on ammunition. Look through the window of the building to see the guards inside. Now it's time to use the Driver. Bring him up to the building and have him throw the Molotov Cocktail through the window to take out the bad guys inside. If one of the soldiers escapes through the front door, don't worry. The Allied soldiers should be able to take care of him.



Take out this guard with the Rifle. When the other guard comes up to investigate, shoot him, too.



Peer through the window to see who is inside.



Then bring the Driver up to throw the Molotov Cocktail through the window.

Now there should be five enemy soldiers left, all located near the road on the other side of the building. Bring out the Knife and start working on the guards. Start out with the guy near the building, and work your way around the rest of them. When you are done taking care of the soldiers, search the box. You find lots of goodies inside: Grenades, Molotov Cocktails, and Smoke Grenades.



Use the Green Beret to sneak around the building and start taking out these soldiers.



Search this box to find Grenades, Molotov Cocktails, and Smoke Grenades.

Move one of your Commandos into the building and use the radio—you need the Officer's keys to open the door. You hear from HQ that a German counteroffensive is coming soon. You must work quickly to set up. Take the Anti-Tank Mine out of the box and set it on the road shown in the next screen shot. This will take care of the tank that comes along with the soldiers. It will be a big fight, but you should be able to pick them off as they come down the road.



This room contains the radio and the Anti-Tank Mine you need to blow up the German tank.



Set the Anti-Tank Mine on this road.



At least you have time to set up before the counteroffensive starts. You get to decide when the invasion begins.



Pick the oncoming soldiers off as they come down the road.

NIGHT OF THE WOLVES



PRIMARY OBJECTIVES	Contact Natasha Steal the Enigma machine from the General's safe Contact the wounded ally Steal the office key from the General's assistant Decipher messages with the Enigma machine Use the radio
SECONDARY OBJECTIVES	Use Sleeping Pills to knock out the General's assistant Have Natasha call the General Disconnect power to the electric fence Steal the ID Documents

WALKTHROUGH

The Germans are starting to strangle the British with their vaunted Wolfpacks of submarines. If the Allies could break the German codes, the merchant ships could avoid the submarines and provide much needed relief to the British. Headquarters has asked you to break into the German submarine base in France. Take control of the Thief as you sneak in to steal the Enigma machine. It allows the Allies to decode the German secret transmissions.

Jump out of the boat and approach the enemy base via its least-defended area—the large docks. Monitor the vision of the soldier guarding this area, and swim slowly to the steps near the dock. Swim slowly to the corner and throw the pack of Cigarettes up there to lure away the guard. Then you can sneak up the stairs and stun the guard from behind. The Thief can't tie up and gag unconscious soldiers like the Sapper, so quickly climb the wall to the roof before he recovers.

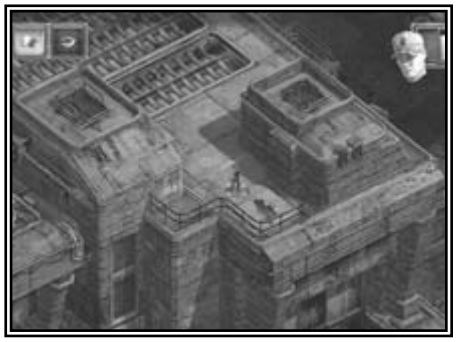
When you get to the top of the ladder, hop onto the roof and knock out the sentry. Before he can recover, scurry across the roof. There are patrolling guards up here, so you must be careful. Head for the ladder that leads back to ground level.



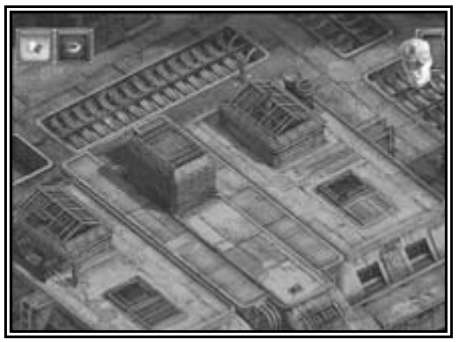
Hop out of the boat and swim toward the docks. You must swim slowly to the corner. Be careful, the patrolling guard can see you if you swim too fast or make too much noise. Duck underwater if you think you're in too close.



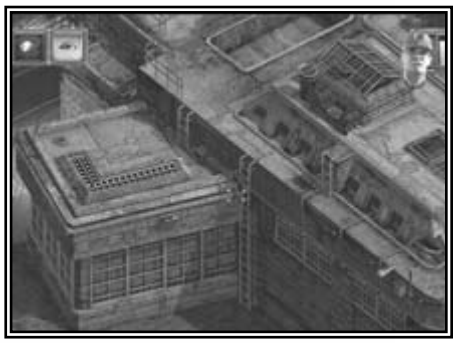
Use the Cigarettes to lure the guard in the corner. Then sneak up behind him, knock him out, and head up the ladder to the roof above.



Climb the ladder fast, you need to be at the top before the stunned guard below awakens. When you get to the top, hop off the ladder and stun the sentry waiting for you there.



As you make your way across the roof, be careful. There are sentries and patrolling guards crawling all over the place.



Cross the roof to this ladder. It leads you to the ground below. You've made it into the German base.

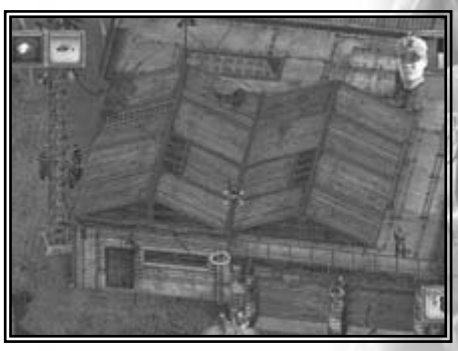
Cross the road to the switchback staircase that leads to the adjacent building. Keep an eye on patrolling guards on the roof. Wait for the guards to be moving away from you; get onto the slanted peaks of the roof. Go right down the middle between the two peaks. It is easier for you to crawl along the roof, as it keeps the guards from noticing your progress.

There are two Germans on the street below your current position. There's a ladder that runs right behind them. If you climb slowly down the ladder (and don't drop to the ground), you can sneak right past them without them seeing you. Climb down and make your way to the door. Go through the door and immediately move to the interior wall. If you move to the exterior wall, the patrolling guard will see you and sound the alarm.

Cross the street to this stairwell. Climb to the roof, watching for the patrolling guards.



Get on the slanted roof and crawl down between the two peaks.





Silently and slowly climb down the ladder behind the two German guards.



Enter the door here and move to the right to stay out of the line of sight of the patrolling guard.

Now that you're inside, your goal is to meet up with Natasha. You have to make it past the patrolling guard and the technician working in the room next to Natasha. Wait for the technician to examine the nearby crates that are located directly opposite the room where Natasha is located. Using a pack of Cigarettes, distract the patrolling guard and knock him out. Sneak past the fallen guard and move into

Natasha's room before the technician turns around. Move to Natasha and talk to her. Quickly hide behind the table in this room so you aren't spotted when the guard recovers and searches the area.

After you talk to Natasha and gain control of her, use her to distract the technician. Once the technician is transfixed, move the Thief out of the building, knocking out the soldier along the way as you did before. Climb back up to the roof and resume your hiding spot in between the two peaks of the roof.



You complete your first objective here, linking up with the secret agent Natasha.



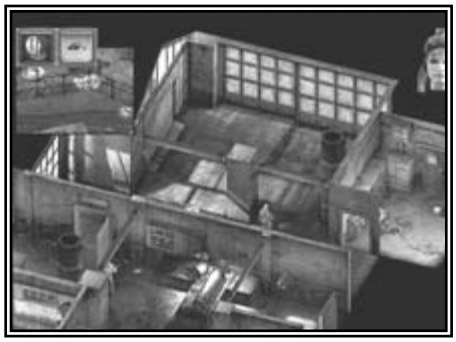
If you don't want to wait for the technician to look away, use Natasha to distract him as you sneak the Thief out of the building.

Once the Thief is securely hidden, you can take control of Natasha. She can walk around the base freely if she doesn't act suspiciously. High-ranking officers will recognize her, so try to avoid them as you move her around the base. Before you leave the room where you found her, search the lockers. There is a First Aid Kit, Cigarettes, Sleeping Pills, and a piece of the bonus photograph. If you collect all five pieces of the photograph, you will unlock a bonus mission.

Walk to the power room in the far corner of the building. There's a technician in the room working on the equipment. The switch near the door controls the floodlights, and the switch on the far wall controls the power to the electrified fences. While the technician is busy working on the equipment on one side of the room, look for the switch on the other side of the room. Once both switches are thrown, exit the building via the door the Thief came in.

You find the first photograph piece in the locker in the room where you found Natasha. You also find the Sleeping Pills that you will need later.





Take Natasha and find the power room. Throw the two switches to deactivate the electrified fences and the search lights.

Once you get outside, head to the building with A-2 painted on the roof. Talk to the wounded ally to receive a Whistle and an Encrypted Message. You need to decipher two messages once you have the Enigma machine. You also gain Whiskey. You can use Whiskey to send items back and forth between the two characters, but you don't necessarily need him to accomplish your tasks.



Walk Natasha to the building with A-2 painted on the roof.



Inside, you meet the captured ally. He gives you an Encrypted Message. Once you get the Enigma machine you can decode it.

Now that you have the Encrypted Message, you must get the Thief off the roof and to the street level. Take Natasha and walk her up the staircase to the roof. There, she can distract the guards, which allows the Thief to slip past them. The Enigma machine is located in a safe in the General's office inside the most heavily protected part of the base.

There are soldiers everywhere, so getting the Thief in is tricky. The only way for him to get in is via the shower building. You can move the Thief to the window and watch for the soldier to move from the locker room to the showers. That's your opportunity to sneak in. If you don't want to wait, use Natasha. She can enter the compound through the barracks at the opposite side of the base. Once she's on the other side of the fence, she can move to the shower room and distract the soldier. Check the cabinets before you leave the shower room; there is another piece to the bonus photograph here.



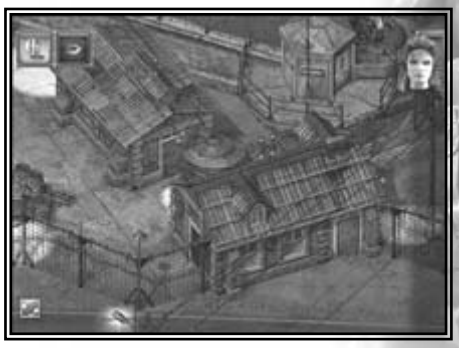
Get Natasha to the roof where the Thief is hiding. Along the way, she passes this group of Officers. Get too close to them and they'll sound the alarm.

To get to the roof, you must walk through this building. You'll visit this building again because this is where the phone is that you will use to call the General later.

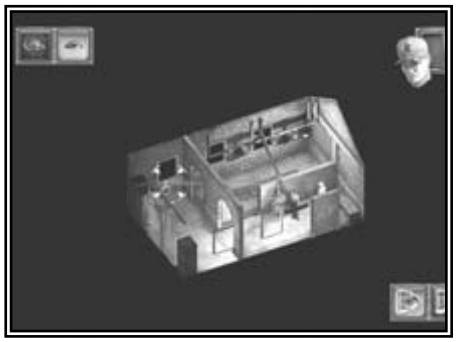




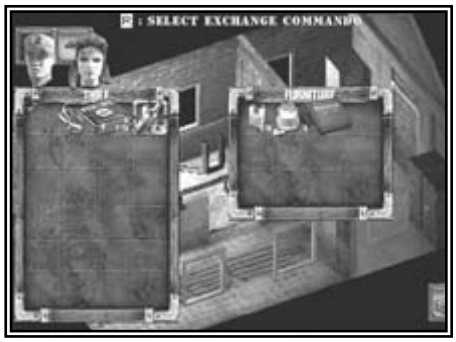
Once you get Natasha to the roof, she can distract the soldiers, allowing the Thief to slip back to street level.



This is the shower room, the Thief's access point to the compound where the Enigma machine is located.



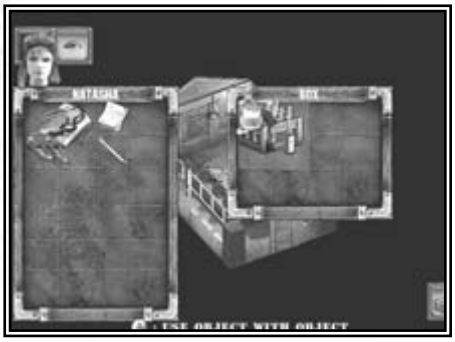
Let Natasha distract the soldier in the shower room. The Thief can climb through the window.



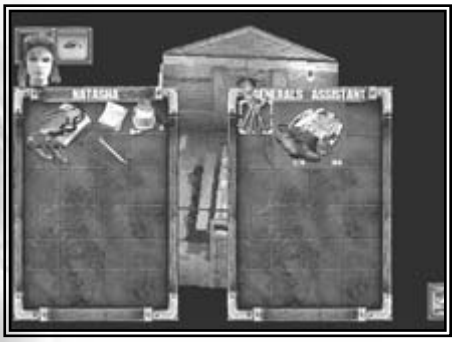
Check the locker; there's a piece to the bonus photograph here.

Once the Thief is inside the compound, move him to the side and hide in the shadows. Have Natasha enter the mess hall. Several soldiers are eating here. One of them is the General's assistant. He has the keys to the General's office, and you need them to get inside. Look at the crate in the corner of the room; there are several bottles of wine there. Use the Sleeping Pills on the case of Wine. Then step aside

and wait for a few moments. Eventually, one of the soldiers gets up to get a new bottle of Wine and refill everyone's glass. They all pass out within moments of taking a drink. The General's assistant is the man in the gray shirt, nearest the door. Take the keys from him and search the cupboards in the corner for another bonus photo piece.



Use the Sleeping Pills on the case of Wine. This knocks the soldiers out, allowing you to pick their pockets.



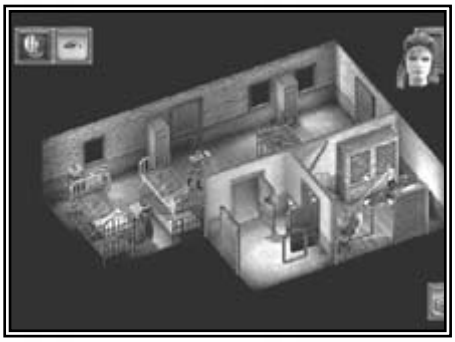
Pick up the keys from the General's assistant. You need them to unlock the door.

Move Natasha to the General's office and unlock the door. Bring up the Thief and hide him in the corner. Watch out for the sentry on the wall above. Monitor his line of sight before you dive for the hiding spot. If he even catches a glimpse of the Thief, the alarm will be sounded and the entire base will descend upon him.

With the Thief hidden, take Natasha back to the phone and give the General a call. Once she is on the phone, take control of the Thief and watch for the General to leave his office. Watch the sentry's line of sight, and when he's looking away sneak into the office. Knock out the soldier inside the office and pick the lock on the safe. The Enigma machine and the Security Papers are inside. Take both of them and move out of the office, hiding the Thief in the corner again.



Hide the Thief in this corner.



Then have Natasha use the phone to call the General. This will get the General out of the office long enough for the Thief to steal the Enigma machine.

Knock out the soldier who stays inside the General's office. Then pick the lock and steal the Enigma machine and the Security Papers.



Move the Thief and Natasha back to the shadows near the shower room. There, they can meet up to exchange items, and the Thief can decode the Encrypted Messages that Natasha got from the captured ally. When you've done this, another objective gets added to your list—you must use the radio to tell the Allies that the Germans have captured a submarine. Send Natasha to the radio room. She needs the assistant's keys to get there via the small door next to the larger gates.

Use the radio inside the building to receive the final objective. The Thief is ordered to hide pending a further mission. The Thief needs to hide underneath one of the beds. Have Natasha go into the barracks first and search the lockers. The final two pieces of the bonus photograph are here. Remember, if you've retrieved all five of them, you unlock the bonus mission. Walk the Thief up to the window of the building where he needs to hide. Jump through the window and hide under the bed to end the mission.



Have Natasha exit the base through the door next to the large gate. The radio room is on the other side.

Have Natasha search the lockers in the barracks room for the final two pieces to the puzzle.







Remember this landscape? The bonus mission uses the same area as the first tutorial mission.

BONUS MISSION

This bonus mission takes place in the same location as the first tutorial mission. You are ordered to eliminate all enemy soldiers, find the Mine Detector, deactivate the Mines, and escape in the enemy vehicle. Like the tutorial mission, you command the Sapper and the Thief.

Start by neutralizing the soldier near the Sapper and the patrolling soldier who paces back-and-forth nearby. Knock them out and tie them up. With a Rifle, shoot the soldier next to the guard hut. This will attract the attention of the soldier standing next to the car. Shoot this soldier when he's within range. Move the Thief over the telephone wires toward the far bunker. Unlock and open the nearby metal crate to get the Mine Detector and Wirecutters. Knock out the guard in the bunker and open the second metal crate to get Grenades and a Timed Bomb. Send the Thief back to the Sapper.

Give the Grenades, Mine Detector, and Timed Bomb to the Sapper. Move the Sapper within range of the patrolling guard beyond the guard hut. Throw one Grenade to take them all out, then a second Grenade to kill the final guard who runs to investigate. Use the Wirecutters to cut through the fence, locate and defuse all of the Mines (there are five), then escape in the car.

DAS BOOT, SILENT KILLERS



PRIMARY OBJECTIVES	Rescue all the Allied sailors Find the prison key Deactivate the underwater Mines Open the hangar door Escape in the submarine
SECONDARY OBJECTIVES	Cut the barbed wire and deactivate Mines Pass the Security Paper to the Spy via Whiskey Enter the base disguised as an official Steal a vehicle Call the Green Beret using the radio Rescue the Captain Destroy the torpedoes Find the Enigma codes Destroy the AA Guns Blow up the gas tanks

WALKTHROUGH

In this mission, you have control of the Diver, the Sapper, the Spy, and the Thief. The Commandos are split into two groups—the first three start in a boat offshore while the Thief remains hidden under the bunks where you left him at the end of the Night of the Wolves mission. For most of the mission, you control the Sapper, Diver, and Spy. Whiskey is also available, and any of the four Commandos can summon him.

Take control of the Sapper and hop out of the boat. As you swim to shore, monitor the sentry's line of sight as he sweeps a slow 180-degree arc. When the sentry is on the shore, sneak up behind him and knock him out. Tie him up and move him to the nearby trees; you don't want anyone to see him. Steal his uniform, then bring the rest of the team ashore. Move the team to the nearby tree where you ditched the sentry. Have them lay on the ground to stay hidden.



Check the sentry's line of sight. Swim past him when he's looking the other way.



Crawl up the ramp and sneak ashore.

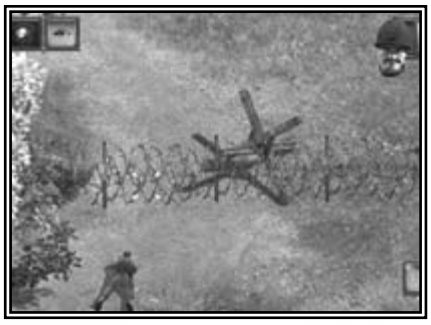


Sneak up behind the sentry and knock him out.



Tie him up and ditch him among the trees. After he is out of the way, sneak the rest of the team ashore. Have them lay down in the trees to stay covered.

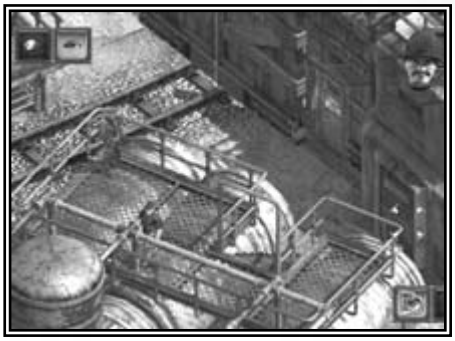
Regain control of the Sapper and use the Wirecutters to clear the way through the first barbed wire fence. Watch out. After you cut the fence, do not step through the opening right away. There are Mines on the other side of the fence. Use the Mine Detector to find the row of four Mines. Deactivate them before moving down the path. Notice the guard up on the walkway inside the base. He can look onto the road the Sapper is on, so be careful as you make your way toward the next line of barbed wire. Wait for the technician and the guard to look away, then use the Mine Detector before you get too close to the fence. There are two rows of Mines you need to take care of. Deactivate all of them before you use the Wirecutters to cut through the barbed wire.



Take control of the Sapper and use the Wirecutters to snip the barbed wire fence.



Use the Mine Detector to find the row of four Mines on the other side. When you find them, deactivate them.



The guard and the technician can see the road below, so only work on the second row of Mines when they are looking the other way.



Stay low as you deactivate the second row of Mines; it's harder for the guards to spot you from the walkway above.

Now that you are on the other side of the barbed wire fence, it's time to deal with the three Germans there. Use the Cigarettes to get the attention of one of them and lure him to your location. When the unwitting guard is in your range, knock him out, tie him up, and dump him by the trees. Repeat the process to bring over the second guard. One of them is an Officer, and the Spy can use his uniform. After you have two of the guards knocked out, bring up the Spy to take the uniform. Use the disguised Spy to distract the soldier working on the truck. When he's distracted, sneak the Sapper behind him and knock him out. Tie him up and dump him amongst the trees with the others.

Before proceeding to the next part of the mission, take control of the Thief. He's in the room where he was hiding in the last mission. Have the Thief give the Security Papers to Whiskey. Switch back control to the Spy and have him blow the Whistle. This calls Whiskey, who brings the Security Papers to your group of Commandos outside the base. Switch control to Whiskey after you blow the Whistle. Press a button to help him open doors as he makes his way out of the base.



Use the Cigarettes to lure the two guards to the Sapper's position. Knock them out, tie them up, and move them to the trees.

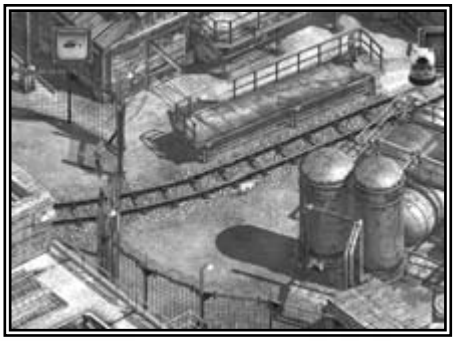
DAS BOOT, SILENT KILLERS



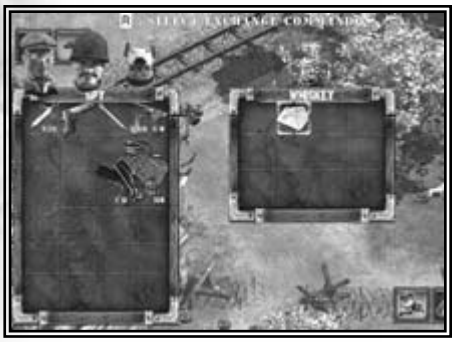
Give the Spy the Officer's uniform and distract the soldier working on the truck. Use the Sapper to sneak up behind that soldier and knock him out. Dump him with the others amongst the trees.



Switch control to the Thief and give the Security Papers to Whiskey.



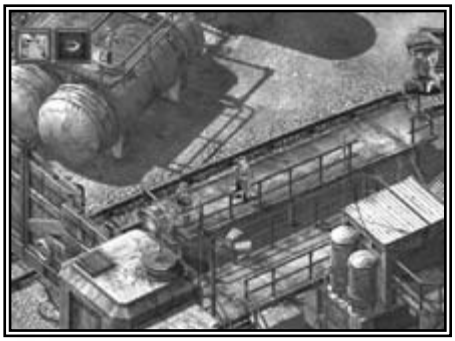
Have the Spy use the Whistle to call Whiskey. After the dog is moving, take control of him. Press a button to help him open the doors as he runs to the Spy.



Have the Spy take the Security Papers from Whiskey.

Take control of the Spy and walk through the front door. The Officer's uniform allows him to pass without notice by the guards. Walk up the metal walkway and distract the solitary guard there. Take control of the Sapper. Monitor the line of sight of the guard who walks near the technician. Throw the Cigarettes into his line of sight. This lures the guard out of the base and into a spot for you to knock him out. The technician can see your actions and runs outside the base to investigate. Knock him out. Tie up both Germans and stash them behind the trees.

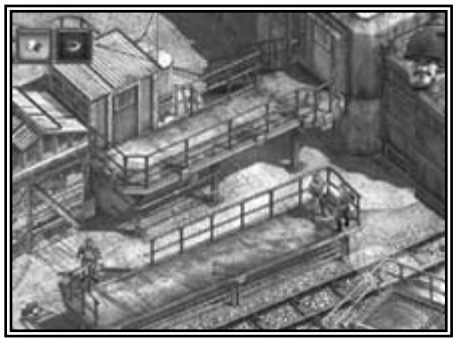
Make sure that the Spy keeps the guard looking away from the entrance to the base. This allows the Sapper in so he can climb up behind the third guard and knock him out. With these three soldiers out of the picture, it's time to take care of the sniper.



Use the Spy to distract the guard on top of the walkway.



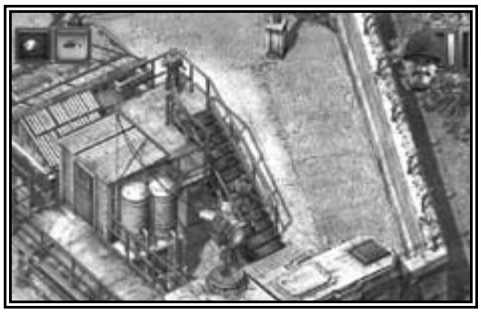
A well-placed pack of Cigarettes lures the guard and the technician outside where you can deal with them.



Position the Spy so the guard is looking away from the entrance. Have the Sapper sneak up behind the guard to knock him out and tie him up.

Move to the staircase that leads to the sniper. He's got his back to his steps, so you can sneak up to him without him noticing. There are two patrolling guards outside the base who will see you if you walk up the staircase. Instead, crawl up the staircase. When you reach the top, throw a punch to knock out the sniper. Tie him up and wait for the patrolling guard closest to you to turn around. Pick up the tied up sniper and carry him to the bottom of the stairs. He'll be out of the way here, and no one will see him.

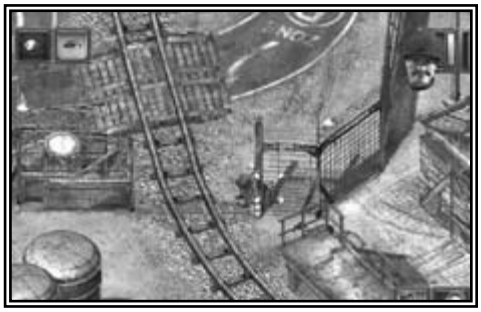
There is only one more guard left in the area to deal with: He's standing next to the gate near the railroad tracks. You have to eliminate him to get into the large building—the submarine pen. Stay in control of the Sapper and throw the Cigarettes near the guard. He sees them and turns away from his post to go get them. Knock out the soldier, tie him up, and drag him away. Carry him to the stairs where the sniper is.



Crawl up the stairs and take out the sniper.



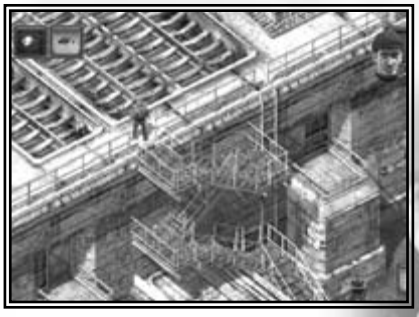
Use the Cigarettes to distract the guard next to the railroad tracks.



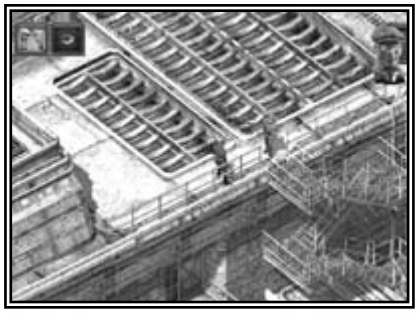
Knock out the guard and tie him up. Carry him away and hide him where you left the sniper.

Take control of the Spy and walk to the soldier or soldiers talking next to the railroad tracks. In the beginning of the mission there are two of them there, but one may have been alerted when you took out the last guard. Distract the two soldiers and sneak the Sapper and the Spy into the base. Crawl along the railroad tracks—if you walk or run you will be spotted—and head for the wall of the building. When the two Commandos are there, take control of the Spy and head up the metal staircase to the roof of the submarine pen.

There is a guard at the top of the staircase on the roof of the submarine pen. Use the Spy to distract the sentry and get him to look away from the adjacent ladder. When he looks in the wrong direction, take control of the Diver and have him climb up the ladder. When the patrolling Lieutenant (the man in the dark gray uniform) is walking away from the scene, kill the sentry with the Knife. Drag away the body so the Lieutenant won't see it. Next up is the sentry to the left of the staircase. When the Lieutenant is walking away, use the Diver to throw the Knife and kill this sentry. Drag away that body before the Lieutenant can turn around to catch you.

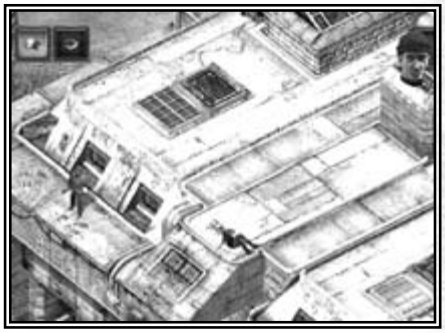


Take control of the Spy and climb the metal staircase to the top of the submarine pen.

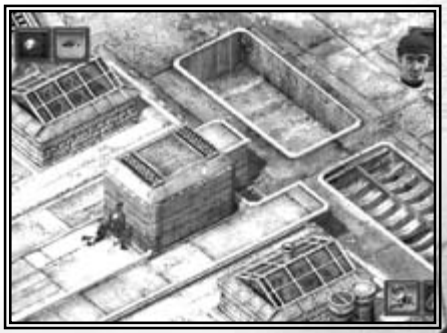


Use the Spy to distract the sentry. Make sure he's facing away from the nearby ladder. Have the Diver climb up the ladder and knife the sentry while he's not looking.

Notice the ledge of the building. There are two guards up there who alternate between looking out to sea and looking over the roof of the submarine pen. Have the Diver use the Knife to take out the closest sentry. After he's down, crawl along the ledge to go out and pick up the Knife. Next, climb up the ladder and crawl toward the sentry who is overlooking the main section of the room (not the second guard on the ledge). Keep an eye on the Officer—he can see the guard you're going after, so make sure he's looking away when you attack. Retrieve the Knife, crawl on that level toward the ledge, and kill the second guard on the ledge. Be careful before you do it. There is a guard patrolling below who can see the ledge. If he sees you kill the guard, the alarms will sound. Use the Spy to retrieve the Knife after you kill the guard.

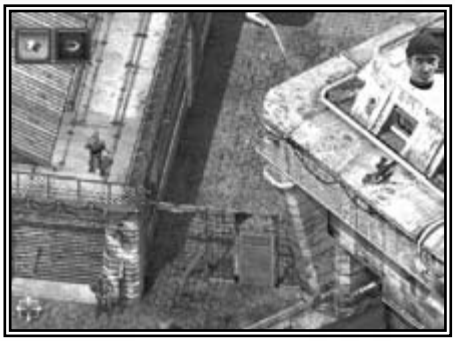


Use the Diver to kill the guard on the ledge.



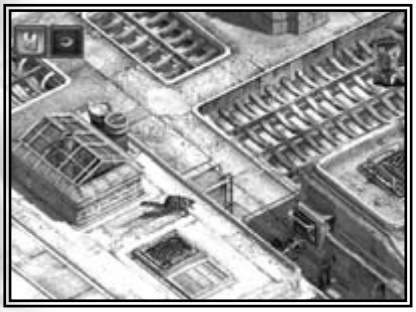
Climb up the short ladder and kill the guard here. Drag the body behind this obstacle; it keeps the Lieutenant from seeing the body.

DAS BOOT, SILENT KILLERS

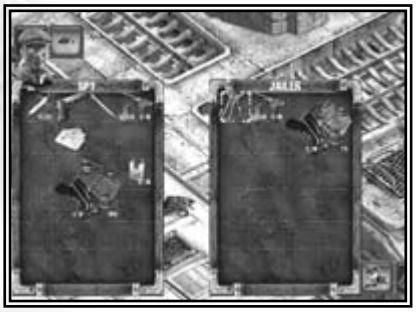


Crawl along the roof. Wait for the patrolling guard below to look away before you kill the guard on the ledge. Use the Spy to recover the Knife.

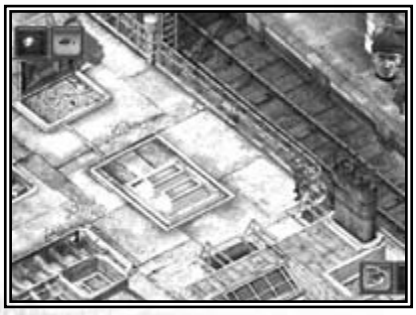
Now it's time to get rid of that Lieutenant. Take control of the Diver and have him crawl over to the short ladder, but do not climb down. Have the Spy place a pack of Cigarettes near the bottom of the ladder. Eventually, the Lieutenant will see the pack of Cigarettes and come over to investigate. When he bends down to pick up the smokes, have the Diver throw the Knife to kill him. Search the body; he's carrying the keys to the submarine pen. There's one more guard on the roof to deal with—the Officer in the corner. The Spy can't distract him, so it's back to the old standby. Walk to the ladder you climbed to get on the roof. Throw some Cigarettes out to distract the Officer, then use the Diver to knife him from behind. The roof is clear, so it's time to enter the submarine pen.



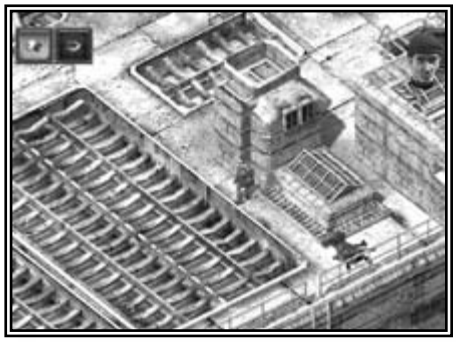
Have the Diver lie in wait at this point. When the Lieutenant comes to get the Cigarettes, you can throw the Knife to kill him without being seen.



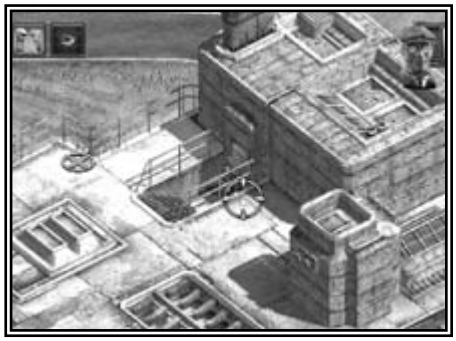
Search the body. He's carrying keys to unlock the submarine pen.



The last German on the roof is the Officer here in the corner.



Head to the ladder that got you up to the roof. Throw the Cigarettes to lure him over, then kill him with the Knife.



Take control of the Spy and head through this door.

Before you can drop into the submarine pen, you must deal with the two technicians who are in the room on the other side of the door. Both of them are unarmed, so send the Sapper in to knock them out and tie them up. Neither technician is carrying anything useful, so don't search the bodies. Have the Spy climb down the ladder to the interior of the submarine pen.



Use the Sapper to knock out these two technicians. Don't worry about them; neither of them is armed.

You've made it to the inside of the submarine pen. Save the game. Clearing out the submarine pen is a touch-and-go situation. There are tons of guards, and they are overlooking each other. First up is the technician waiting for you at the bottom of the ladder. Use the Syringe to kill him. If you don't, he'll spot anyone you bring down the ladder. After he is out of the way, walk along the outside wall to the patrolling guard on the upper walkway. Have the Spy distract him so he isn't looking at the ladder. At that point, bring down the Sapper and the Diver. From here, make your way around the submarine pen using the Spy to distract guards while the Diver sneaks up behind them and kills them with the Knife. There are tons of patrolling guards in this level, so hide the bodies.



Use the Syringe to kill the German at the bottom of the ladder.



Use the Spy to distract this patrolling guard. This allows you to bring the Sapper and Diver into the submarine pen.



To clear out the submarine pen, you must do a two-man drill. Use the Spy to get the guards to look one way while the Diver or Sapper sneaks up behind and knocks out or kills them. Hide the bodies.

Besides all of the patrolling guards and sentries, there are a few places of interest in the submarine pen. The first room contains the controls to the main base gates. By throwing the switch, you can either open or close the gates. A small window appears in the upper-left corner of the screen to show you the state of the gates.



This is the door to a small room.



Inside is a pair of guards and the controls to the main base gates. After you clear the room, use it to store the bodies of the other guards.

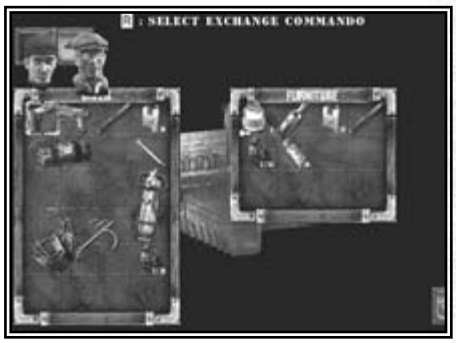


Search the lockers. The room contains Grenades, a Ladder, and Timed Bombs that will be helpful later.

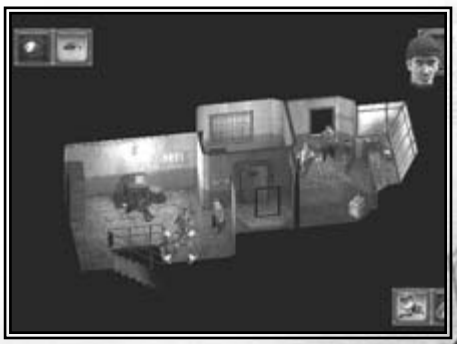
After you eliminate all of the guards, head down the platform between the two sub pens, next to the captured Allied sub. At the end of the platform is a guardhouse. Send the Spy in to have a look around. After the Diver has killed the guards, take the Spy and head upstairs to clear out that area. Germans are holding the Captain of the Allied submarine there. Unlock the door, go in, and talk to him. He thanks you and tells you there are codes for the Enigma machine in the next room, as well as the controls that open the submarine pen doors and allow the submarine to escape. Use the Sapper to open the door to the control room to which the Captain referred. Toss one of the Grenades in and search the room at your leisure.



The Captain of the Allied submarine is in this guardhouse.



Kill the guards inside and search the lockers. You find Poison, Sleeping Pills, another Knife, more Grenades, and a pack of Cigarettes.



The Captain is in the locked cell upstairs. Let him out, kill the guards in the control room, and open the door to the submarine pens to allow the Allied submarine to escape.

DAS BOOT, SILENT KILLERS

On to the Allied submarine. Get the Spy on-board the submarine via the forward hatch. Once inside, continue distracting soldiers with the Spy and killing them with the Diver. Take it slowly and maneuver through the submarine compartment by compartment. After you clear the submarine of German troops, leave the submarine and go rescue the captured crew. They're locked up next to the submarine on the center platform. Let them out and walk the sailors and the Captain onto the submarine.

Now that they are on-board, you have to clear the Mines outside the submarine pen. Take control of the Diver and equip him with his Diving Gear. Head into the water and swim outside of the submarine pen. Submerge and approach the six Mines and deactivate them. After they are out of the way, the captured Allied submarine is free to escape, and your primary objectives are complete. It's time to work on completing the secondary objectives and ending this long and arduous mission.



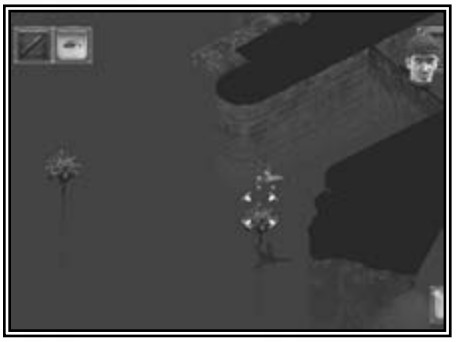
Board the submarine via the forward hatch. Use the Spy to distract the guards on-board the sub, and kill them with the Diver.



Work slowly compartment by compartment, clearing out the Germans and searching the cabinets.

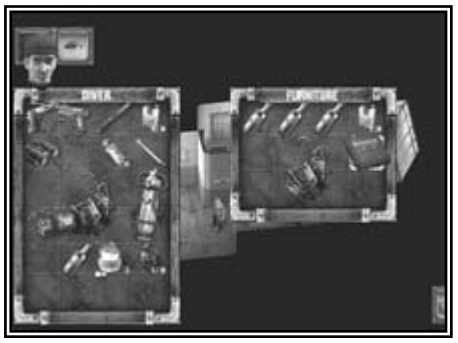


Equip the Diver with his Diving Gear and head outside of the submarine pen.



Dive under the water and deactivate the Mines to clear the way for the escaping submarine.

NOTE



There are four bonus photo pieces found in the submarine pen. Two are located on the lower level of the submarine, and the other two are in the building at the end of the dock (next to the submarine).

The submarine pen is now clear. You've probably noticed lots of little metal boxes lying around—only the Thief can open them. To bring him over, send a German uniform to the Thief via Whiskey. Send the Spy to the Thief's location. Use the Spy to distract the soldier standing outside the Thief's door.

When the coast is clear, move the Thief (wearing the German uniform) through the door. Walk, don't run. Move the Spy outside. Use the Spy to distract the guards outside. This allows the Thief to move outside, behind the distracted soldier, and toward the submarine pen without alerting any of the guards.

After you get past the first two groups of guards, the uniform will be "used." Its effects are only temporary on most characters. Send another uniform to the Thief via Whiskey. Meanwhile, use the Spy to distract the next guard so you can move the Thief into the submarine pen. Unlock the various metal boxes to find a Bazooka, Flame Thrower, Grenades, and a Remote-Controlled Bomb.



Take a uniform off one of the many guards you eliminated in the submarine pen, and give it to Whiskey.



Take control of the Thief and call Whiskey. He brings the uniform the Thief needs to walk around the base.

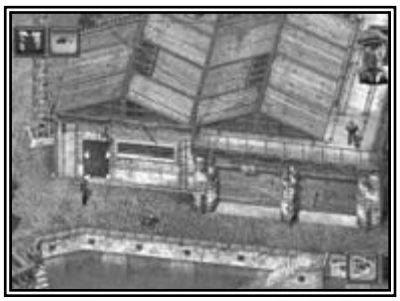


Get the Spy to the Thief's location to help him get out.



Move the Thief to this location. Watch out, you need a new uniform at this point. Get another one from Whiskey.

Remember the building where you found Natasha in the last mission? The torpedo you need to destroy is there. Send the Spy into the building first and Distract and Disable the first guard there. Use this tactic to get rid of the technicians. Even if one of the unarmed enemies here spots you, he won't raise the general alarm. There's a bonus photo piece in one of the cupboards here. Plant the Remote-Controlled Bomb you picked up earlier next to the torpedo and leave. Head into the submarine pen and detonate the torpedo charge. It destroys the torpedo and demolishes the building.



When you have the Remote-Controlled Bomb, head to this building. It's the one you found Natasha in during the last mission.



Here's the torpedo. Get rid of the technicians, then place a Remote-Controlled Bomb.

A little preparation is required for the remaining secondary objectives—the destruction of the yellow gas tanks and the three AA Guns. Take control of the Spy and visit the hut to turn off the power to the electrified fence. Don't get caught throwing the switch, as it will blow the Spy's cover. Move to the building next to the submarine pen (on the other side of the railroad spur). Search the furniture to find a Remote-Controlled Bomb, Timed Bomb, and Grenades. The radio is also in this building. Discreetly use it. It allows you to specify a landing point for the Green Beret—he can parachute in. You have to get him on the submarine to end the mission.

Move the other squad members through the submarine doors (next to the sub) and around through the entrance they used at the beginning of the mission. Make sure that you've already taken out the sniper on the balcony—you're going to approach the first AA Gun via the power station. Cut the wire fence when the technician works on the first, right-hand generator. Walk to the technician and knock him out. Tie him up and search him to find another Remote-Controlled Bomb.

Next, use the Spy to distract one of the two soldiers guarding the power station gate. Distract the one patrolling between the AA Gun and the electrical substations—make it close to the gun, with the soldier's back to the other sentry.

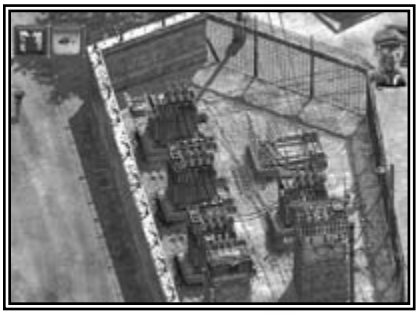
Move the Sapper through the substations and cut the wire behind the sentry outside the gate. Knock out the guard, tie him up, and carry him away. Move up the Sapper to knock out the guard distracted by the Spy. Tie him up and carry him away. Use the Spy to distract the soldier on the wall, and use the Sapper to plant a Remote-Controlled Bomb next to the AA Gun. Do the same for the AA Gun on the wall—watch for soldiers patrolling beyond the wall.

Move the Sapper and the Spy to the large yellow tanks near the entrance to the base. Plant a Timed Bomb next to the tanks. Leave the compound quickly and head around the edge of the base (past the Mines) toward the front of the submarine pen. Detonate the other Remote-Controlled Bombs. Scroll across the map to view your handiwork.

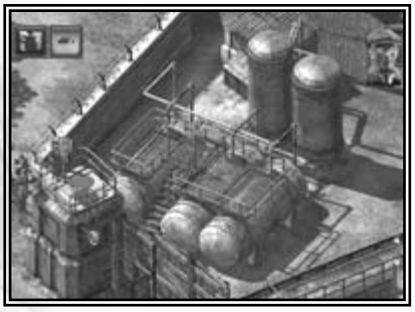
DAS BOOT, SILENT KILLERS



Enter this hut to turn off the electrified fences.



Get rid of the guard near the electrical substation as you move around the base planting Timed and Remote-Controlled bombs at the AA guns.



Plant a Timed Bomb at the large yellow tanks.

One AA Gun remains. Send the Spy to the watchtower beside the other beach. Use the Syringe to disable the guard looking out over the sea and tie him up. Move to the guard a level below the one you just dealt with and have the Spy distract him so he's not looking over the water. Swim your squad from the submarine pen around the tower to the other beach.

Use the Sapper to cut the wire fence and check for Mines beyond it—there is a row across the beach. Crawl diagonally up the beach using the rocks for cover. Don't approach the wire yet—there are Mines in front of it.

To give yourself time to find and defuse the Mines, send the Spy to distract the soldier patrolling the fence. When he's done so, send the Sapper through to knock out and tie up the distracted guard.

Send the Spy to the bunker ahead and distract the guard there—don't let him look toward the beach. Crawl through the trees and knock out the Officer standing by the car. When the Spy gets in the car with the Security Papers (allowing him to drive into the base), the mini-objective is completed.

To destroy the last AA Gun, return to the beach. Have the Spy distract the guard on the watchtower located opposite building A-2. Doing so allows the Sapper to defuse the Mines close to the wall of the base. Use the Diver's Grappling Hook (or the Thief and the Ladder) to climb the wall, allowing the Sapper to plant the final charge next to the gun.

With a Timed Bomb, you have 20 seconds to run away. When the AA Gun explodes, soldiers come to investigate, so don't hang around. Swim to the submarine pen, jump in the sub, and escape.

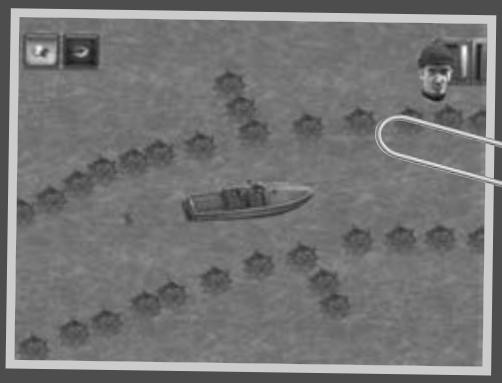




Don't forget the extra bonus photo pieces. The firstfew are easy to get—one in the barracks opposite the Theif's original starting point; two are in the General's office; and the other is in the shower block. The last two are a bit trickier. One is in the subterranean bunker near the large anti-aircraft gun and the other is in the small office near the rearentrance of the base.

BONUS MISSION

This bonus mission involves guiding your Commandos' motorboat around a water-based racecourse. The course has been marked off using Mines—if you hit one your boat will explode. As the mission objectives point out, hitting any of the buoys that litter the course slows you. Complete the course in less than three minutes to successfully complete this bonus mission.



WHITE DEATH



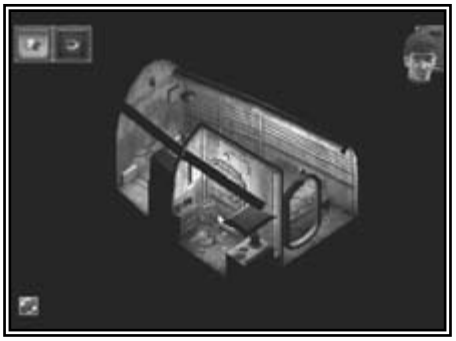
PRIMARY OBJECTIVES	
	Contact the Sapper Rescue the Spy, the Thief, and the Allied sailors Recover the three parts of the Enigma machine Destroy the ship's engine room Rescue the ship's Captain Have the Green Beret and the Spy use the plane to take the Enigma machine to HQ Escape in the submarine
SECONDARY OBJECTIVES	
	Disable the ship's bow gun Disable the ship's central gun Disable the ship's stern gun Use the Balloon to obtain the explosives

WALKTHROUGH

In this mission, you start with only the Diver. Although the Green Beret, Thief, Spy, and Sapper are also featured in White Death, they're all being held captive in different parts of the map. You have to juggle the demands of the mission with freeing the other members of your team. What looks like an impossible task at the outset can be broken down into a series of achievable phases. The first is to escape the submarine.

Rotate the screen and take control of the Diver. Kill or knock out the guard outside your hiding place and take his weaponry. Search the nearby locker for a Pistol, Food, and some Snow Gear. The Diver automatically wears the Snow Gear once it's placed in his inventory. There's also a bonus picture piece here. Look through the door to spy on the guards beyond. When both have their backs to you, open the door, knock out the first, and knife the second. Search the bodies, then the lockers for First Aid Kits, the Green Beret's Decoy, the Grappling Hook, Diving Gear, the Harpoon, and some Cigarettes (always useful). There's also a bonus picture piece here.

From here you can go up (out of the sub) or into the next room that has two enemies in it. Take them out in the same way as before—move in, punch them both in quick succession, then kill one while you tie up the other. Exits here include another door and a ladder up. Concentrate on clearing the lower level of the sub first. The next room is a long one—three compartments and three guards. Study their movements by looking through the door. Wait until the roving guard has walked away from the soldier working nearest the door. Move in, kill him, and retrieve the Knife. Kill the next guard, and knock out the final one.



Your first job is to clear the first floor of the submarine.



Before you get too far, search this cabinet. It contains the Snow Gear that will allow you to survive outside the submarine.



As you work your way through the submarine, make sure to check the various cabinets. You find the Grappling Hook, which you will use later.

Return to the room that has the map on the table. Climb the ladder to see the guard on the level above. As soon as he starts to walk away from you, climb up and knock him out, then take his Machinegun. The ladder here leads to the conning tower—two more enemies here. They don't see you, so stand behind them and let rip with the Machinegun. Afterward, search the wooden box for Grenades and a bottle of Poison. Go back to the room with the lockers in it and take a look outside. Zoom out the view to locate the enemies. Guards are stationed at each end of the sub while others patrol the midsection.

Once you have the lower level cleared out, head back to the room with the map and climb up the ladder.



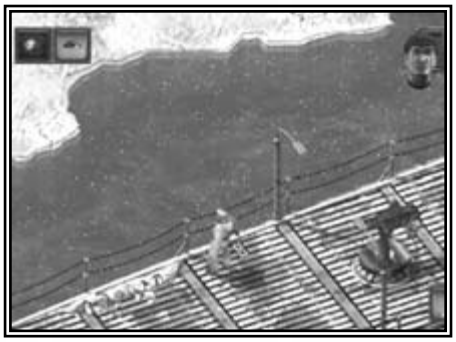
Kill the two guards on this level, then climb the ladder.



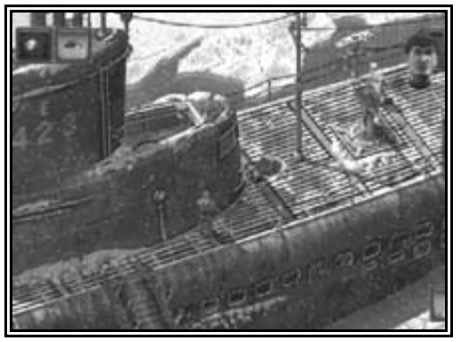
Clear out the last guards here.



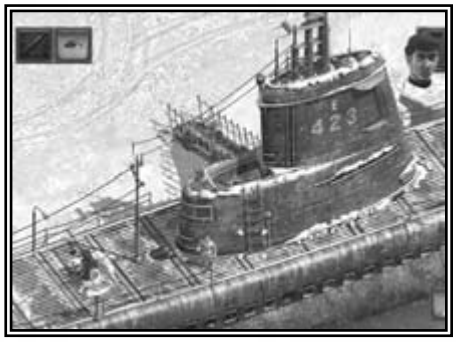
Wait until the guard in white has his back to you and the guard wearing brown fatigues walks back down the gangplank. Quickly climb out on deck, staying low. Knife the guard in white, retrieve your Knife, and hide just behind the conning tower. Knife the guard in brown as he comes back and spots the dead guard. Be quick or he runs out of range. Search both guards for more ammo, and then hide the bodies on the deck behind the conning tower to ensure they won't be spotted from the shore.



There are three guards on deck. Take out the one in white first. If you don't have the Snow Gear on when you go outside, the Thief will perish.



Wait for the guard in brown to head back down the gangplank before you make your move.



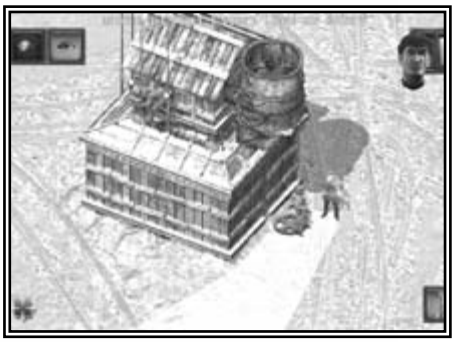
When you take out the guard in white, make sure you hide the body behind the conning tower.



Don't worry about the guards hunting on the other side of the submarine. They won't see your handiwork.

The only way off the sub is via the gangplank. Place a view marker at the bottom of the gangplank so you can see which guards regularly look at it. When the guards aren't looking, run down the gangplank and hide at the side of the hut. Visibility is poor in these snowy conditions, so you won't be spotted.

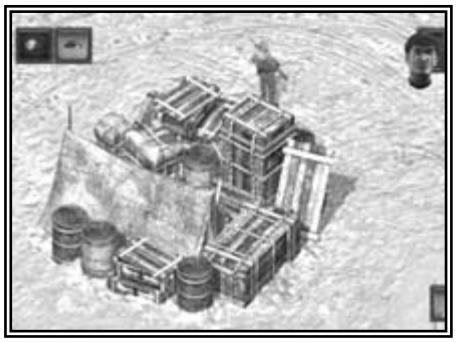
There are two Germans here, plus another who walks between the ship and the hut. Use the Cigarettes you found earlier to lure one of the Germans (an Officer) away from his position near the hut. Knock him out, tie him up, and search him. Take the keys. Knock out the remaining soldier, and hide both bodies. Use the Cigarettes again to lure in the wandering Lieutenant, then use the keys to open the door to the hut.



Get down the gangplank and over to this building. Use a pack of Cigarettes to lure away the guard on the other side of the building.

When the patrolling guard is standing next to the stairs, knife the stationary Lieutenant, then walk around to knock out the guard. Walk up the stairs and the ladder. Knock out the guard and free the Green Beret. Open the box to retrieve more Snow Gear, plus the Green Beret's possessions—Knife, First Aid Kit, Decoy Controller, and a Pistol. Search the guard to get a Machinegun.

Head back outside. Use the Green Beret to move all the dead bodies into the hut so they don't attract any attention. Leave the Green Beret in the hut and crawl the Diver behind the pile of crates and supplies. Zoom out and note the guard looking over the supplies and the guard who patrols near the front of the sub. Lure the guard away from his post with Cigarettes when the patrolling guard is walking away from you—you don't want to attract them both. Kill the guard and carry the body back to the hut. If you didn't get a chance to pick up the Cigarettes as well, another guard will spot them. Let him have them, then watch him through the door of the hut until he returns to his regular route.



Once you've freed the Green Beret, leave the hut and crawl for this pile of crates and supplies.



Lure the guard here away from his post with a pack of Cigarettes.

Return to the position behind the supply crates. Lure the guard patrolling along the sub with more Cigarettes. Kill him and hide the body in the hut. Next, crawl along to a position between the sub and the small tent. Lure away the guard standing outside the radio room with Cigarettes. Knife him and take his Machinegun, then carry his body back to the hut. You can now approach the radio building.

Look through the window into the radio building (from the small entrance). There are two guards in here—one patrolling, the other standing by the radio. Enter when the patrolling guard has his back to you. Knife him and then knife the second guard. Search the bodies for ammunition and weapons. Search the cupboard near the door you entered through to find another First Aid Kit and the third piece of the bonus picture. Use the radio.



Look through the window into the radio building. There are two guards in here.

Before you free the Sapper in the small tent, take care of the remaining guards in this area. Use Cigarettes to lure them away from their positions, then knife them.

When you deal with the two guards stationed outside the tent, make sure that you throw the Cigarettes behind the tent. This ensures that they don't distract other guards near the front of the submarine. Make sure you also knife the lured and distracted guard behind the tent for the same reason.

When there are no immediate threats, search the tent closest to the ship. The wooden box inside contains extra Snow Gear, some Grenades, and a First Aid Kit. Take the Snow Gear to the Sapper—without it he'll freeze to death in these subzero conditions. Free the Sapper and give him the Grenades you've collected.



The Sapper is in the small tent. Before you free him, take care of the remaining guards in the area.



Lure these guards away with a pack of Cigarettes.

Now you need to secure the Balloon. Doing so gives you almost complete control of this side of the ice. Stay low as you move toward it—you don't want the Machinegunner on the ship opening fire on you and wrecking all your good work so far. Lure the patrolling guards away from the Balloon with a trail of Cigarettes. You need at least two packs. Monitor an enemy's vision so you know where to place the Cigarettes. You may have to use three packs to lure the last guard. Once the patrolling guards are dead, deal with the two guards next to the Balloon.

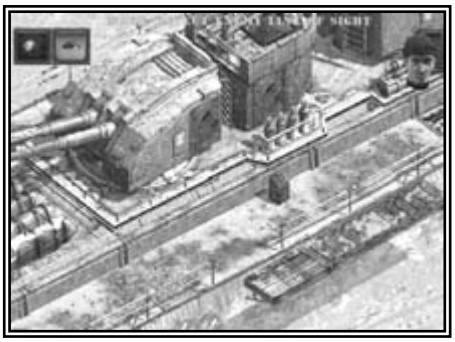


Use several packs of Cigarettes to lure the guards away from this building.

Climb on the ship by using the Diver's Grappling Hook. Kill the sniper standing at the stern. Next, use the control panel opposite the raised gangplank and lower it. Move the rest of your team onboard. Forget about the starboard side of the ship for now. Instead, crawl your team along the deck, underneath the gunner, until you reach a door. Look inside before you charge in.

Watch what the guards do inside before making your move. Attack from behind and the side—kill the armed soldier first with a Knife, and knock out the soldier who attacks with his fists. Give the Diver two Knives so he can kill multiple guards quickly and quietly.

Look into the next room. Move in when the guard turns his back on you. There are some guards in a small room here. Open the door, stand back, and throw a Knife at the guard you can see. When the other one examines his comrade's body, kill him too. You can't use firearms here—the alarm will go off immediately, and most of the ship's guards will run into the room to investigate. Save your bullets for now. Search the wooden box here to find a Remote-Controlled Bomb, a Timed Bomb, Grenades, and some Poison. There's one other door out of this room and ladders leading up and down.



Use the Diver's Grappling Hook to get on board the German ship. Lower the gangplank to get the rest of your team on board.

The next room is a long corridor connected to eight rooms. Look through the door and enter the room when the guard is standing close to the door with his back to you. Knock him out and tie him up. Throw a Knife at the next guard, taking care not to alert the guard sitting in the open doorway to this room. Monitor his vision and lure him out of the room with Cigarettes, then kill him with the Diver's second Knife.

Search the empty rooms to find another set of Snow Gear, more Timed Bombs, Grenades, and other items. Finally, free the Captain—he's in a cell opposite the shower.

Look through the next door and enter the storeroom beyond when the guard walks away from you. Dispose of him and search the four lockers to find more supplies. There's also another piece of the bonus picture here. Now retrace your steps back to the large room with the ladders. It's easier to head upward for now. As usual, watch the routes of the guards in the room above before going into it. It's difficult to get your bearings—move the view until you can see the

soldier and the technician. Enter the room when the soldier is walking toward the technician. Make sure that the Diver has two Knives so he can dispatch the two soldiers quickly.

This room has four possible exits. Two lead out to the deck, and two lead farther into the ship. Look through the door closest to the ladder you just climbed. Two guards should be endlessly circling the machinery of one of the deck guns. Wait until they walk past you, then knock them out in quick succession. Kill one to prevent him from waking up before you've tied up the other one. The alarm may go off at this point, but you should be safe enough. Plant a Timed Bomb here to disable the cannon above. You have 20 seconds to run like hell.

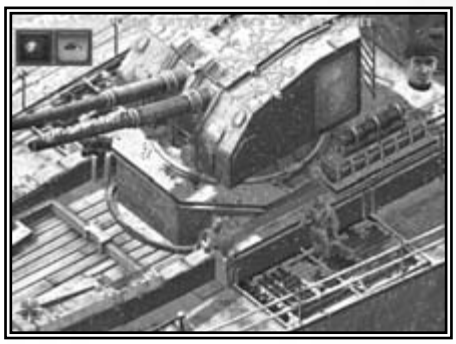
Go to the only other door that doesn't lead you outside. Give the Diver the Green Beret's Knife if you haven't already done so. Enter when the patrolling guard is talking to the technician in the small side room. Walk in, throw the first Knife at the technician working in the large room, then move quickly to throw the second Knife at the guard. Rush up and knock out the remaining technician. Tie him up and retrieve your weapons.

There's a cupboard on the wall here. Open it to find another piece of the bonus picture, a First Aid Kit, and more Snow Gear. There are two exits from this area—one leads outside, the other up to the bridge.

To clear the bridge, look through the door and wait until the patrolling guard descends the steps to stand in the corridor. Open the door and throw a Knife at the soldier. This leaves only the bridge staff. As one Officer looks out the windows, throw a Knife at the nearest man and throw the second Knife at the window-gazing Officer. The last man has his back to you, so knock him out and tidy up. Search the desk for the Enigma codes, Enigma cylinders, and the Enigma machine. The doors and the ladder lead outside. Retrace your steps to the room with the ladders.

Look down the ladder. Your view is limited, but there are a lot of enemy soldiers down there. You won't make it off the ladder. There's a safer way to reach the room below.

Head out onto the deck. Crawl the length of the ship to the stern. Guide the Captain to the sub for safekeeping—if he dies, the mission is a failure. Entice the patrolling soldier on the starboard side with Cigarettes. Throw a Knife when he gets close enough. Crawl to the small ladder and enter the door between the two guns. In this small room, take the ladder that leads into the bowels of the ship.



Use a pack of Cigarettes to entice this guard away from his post.



Enter through the ship door to disable the rear guns.

Bring up the Sapper and throw a Grenade down the ladder. Watch as the guards below come to investigate, then throw down a second one to kill them. Wait until the alarm has finished blaring, and go down the ladder. Kill any guards who remain. Notice the location of the door that leads into the engine room. Move your men into the room with the gun mechanism that is farthest from this door.

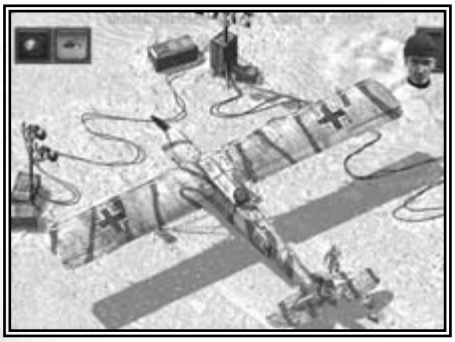
Line up the Green Beret with a full Machinegun on Standing Coverage so he can aim through the door into the other rooms. If you have another full Machinegun, give it to the Diver and set him to auto-fire through the doorway. Get the Sapper to plant a Timed Bomb next to the gun mechanism near the door to the engine room. Move him to stand behind the prone, auto-firing Green Beret. When the charge goes off, it attracts the attention of the troops in the engine room. Wait for them to arrive, and kill them with Grenades and Machinegun fire.

Plant a Timed Bomb next to the remaining gun mechanism and head into the engine room. It should be empty. Look through the door on the opposite side of the room. There may be some guards in here who weren't lured out by your explosion. Kill the first in the corridor, then lure out the others. Place the dead body in front of the door and knock on the wall to get their attention. When they come out to investigate, kill them. Examine the box here to get the Thief's Lockpick and the Spy's Syringe. The keys you stole earlier open the locked door at the end of this room, where you find the sub crew, the Thief, and the Spy.

Release the Thief, the Spy, and the sub crew. Guide the sub crew back to the submarine. Give the Thief the extra Snow Gear, and borrow a German uniform for the Spy.

Any rank will do for now. Place a Timed Bomb in the engine room and run away to avoid the blast.

Now you need to get to the plane on the other side of the ship. To get to the plane you can use the Balloon to fly, or fight your way around the ice. It's easier on foot. Dress the Spy in an Officer's uniform—there should be one in the hut where you stored all the bodies earlier. Use the Spy, dressed as a German, to distract the guards en route to the plane. Use the Diver to kill them with his Knife. Start by killing the guard near the bow of the sub.



Now you have to get over to the plane. You have two choices to get there.



You can use the Balloon to fly across the ship, but that can be a very dicey road. It's much easier to fight it out on foot.



Fight your way around the ship.



Don't worry about the group of penguins congregated there; they stay out of the way.

Two more guards patrol the area in front of the ship. Kill these using the Diver and the Spy. Note the guard standing on the bow of the ship. You can kill him by crossing the small gap in the ice and climbing the anchor chain. Work your way to the plane, distracting the soldiers or luring them out of position with Cigarettes. Remember, the Spy can disable guards with his Syringe—two doses to knock them out temporarily, three to kill.

When you've cleared the path to the plane, clear the patrolling soldiers around the snow mound behind it. Use the Spy to distract the guards on the raised section. Turn your attention to the guards on the hill—the Spy and the Diver make a great attacking team. Free Cigarettes are your ticket to success. The crates on the raised section contain extra Remote-Controlled Bombs, Grenades, and Timed Bombs.

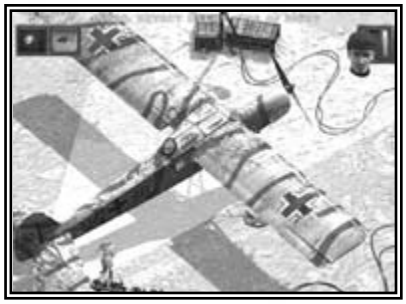


Kill the patrolling soldiers behind the mound first.



Use the Spy to distract the guards on the raised section.

To complete the mission, move the Green Beret and the Spy into the aircraft. One character needs to be holding the Enigma machine and its parts. Notice that the Spy can't enter the plane while he's disguised. Also, the rest of your team needs to be moved into the submarine so they can escape. If you want to complete the bonus picture, the last photo fragment is located in the part of the ship where you found the Captain. Use the Spy (dressed as an Officer) to search the rooms with enemy guards inside.



To complete the mission, move the Green Beret and the Spy into the aircraft.



BONUS MISSION

If you were expecting the bonus missions to be simple, this one will come as something of a surprise. The overall objective (escape the map in an enemy vehicle) is complicated by the fact that you need to kill an enemy sniper, murder a group of Grenadiers, and steal an amphibious tank on the way. Your Commandos—Green Beret, Sniper, Driver, Diver, and Sapper—start behind a pile of logs and face several immediate threats.

Start by luring the wandering, white-shirted soldier to the logs with the Sniper's Cigarettes—throw them behind the logs so nobody sees them. Knock out the soldier and tie him up. Next, throw the Cigarettes to the other side of the log pile to attract the Lieutenant who's talking to two soldiers in the center of this first area. Concentrate on killing the armed guards first. Use the Sniper to take out the two soldiers who were chatting to the Lieutenant, then shoot the soldier sitting on the logs when he runs to investigate. Use the Green Beret to stab the rest of the unarmed soldiers. Open the wooden box to get Gas Grenades and Molotov Cocktails. Before you get into the amphibious tank, use the Sniper to shoot the soldier on the far bank.

Swim the Sniper ashore and shoot the other sniper hiding next to the log pile (you may have to stand up quickly to get a shot in). Crawl the Green Beret ashore and aim at the two soldiers talking in front of the log pile. Specify auto-fire and let him shoot the two men, plus two more who run to investigate. Search the bodies for ammunition and the wooden box nearby for Grenades, a Remote-Controlled Bomb, and a Flamethrower. Throw a Grenade to kill all of the Grenadiers. Move the Sapper to search the wooden box near the dead Grenadiers, then throw more Grenades to kill the remaining soldiers. Mission complete.



Use the skills you've learned so far to lure away the soldiers who are facing your start position.



The amphibious tank is armored and can give protection to your Commandos.



The armor isn't all that thick. The Grenadiers can still blow it up.

TARGET: BURMA



PRIMARY OBJECTIVES	Rescue the spiritual leader Eliminate the tyrant Rescue the Gurkhas Order the Gurkhas to operate the radio Escape on the barge with the spiritual leader
SECONDARY OBJECTIVE	Contact the fat man and arm the Gurkhas

WALKTHROUGH

In this mission, you must infiltrate a garrisoned Japanese stronghold. The spiritual leader is in a large house on the central island while the Gurkhas are in tunnels under the stronghold. The Sniper plays a vital role if you can find ammunition.



In this mission, you must infiltrate a heavily garrisoned Japanese stronghold.

To get across the river and inside the stronghold, you need to secure the side of the river where you start the mission. Take out the guards in your vicinity. Zoom out so you know where the guards are in relation to your Commandos.

Take control of the Green Beret and kill the guard second from the bridge. Stab him when the guard standing nearest the bridge isn't looking, then drag the body behind the trees. Return to stab the guard nearest the bridge. Search both bodies for weapons.



As you kill the guards around your side of the river, hide the bodies.

Monitor the vision of the guard patrolling the waterfront. Hide behind one of the low walls and creep up behind him as he looks over the water. Kill him with the Knife and hide the body. Move up behind the guard who has his back to you. Stab him when the patrolling guard ahead isn't looking. Carry the body out of sight. This leaves the patrolling guard. Wait until he stands closest to your position, then move up behind him as he turns to continue his route. It's a long walk, but the Green Beret can make it. Nobody spots you or hears you dispatch the guard. Hide the body before you continue.



Take your time and eliminate the guards one by one.



Stay low as you make your way to the small bridge.

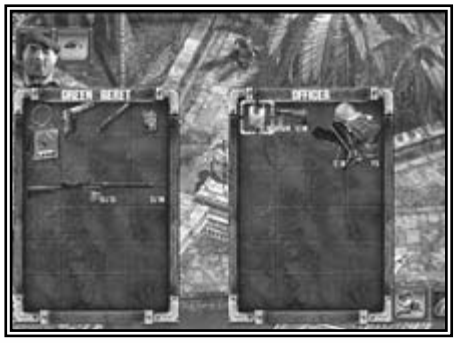


Monitor the line of sight of the other guards so they won't see you.

Still controlling the Green Beret, approach the small bridge leading to the central island. Crawl up behind one of the statues, staying out of sight of the patrolling Officer here. Follow the Officer as he walks away from the bridge to have a smoke in the trees, and stab him. Search him for a pack of Cigarettes—vital Commando equipment.

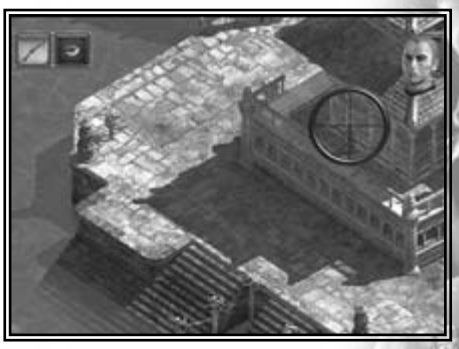


Hide behind the statue and wait for the guard to go have a smoke.



Take him out and hide the body. Search the body for an additional pack of Cigarettes.

Bring up the Sniper. Use one of his five bullets to take out the guard who patrols the first floor balcony of the building near the bridge when he's out of the sight of the guards below. With this guard out of the way, the Green Beret can double back, swim across the river, and crawl up the steps. Monitor the vision of the guard standing at the bottom of the steps nearby. Stab the guard without being spotted, then carry his body out of sight.



Use the Sniper to take the guard out on the first floor balcony.



Have the Green Beret swim across the river.



Take out the nearby guard and hide the body near the building.

Lure the guard out of position using the Cigarettes you picked up earlier. With all immediate threats taken care of, bring the rest of your team across the river. Use the Thief to climb onto the balcony of the building where the Sniper shot the guard. Drop the Thief's Ladder over the side so that the other Commandos can climb up.



Use a pack of Cigarettes to lure the guard out of position.



Bring the rest of the team across the river. Watch out for the alligator.



Have the Thief climb to the balcony. Throw the Ladder over the edge so the rest of your team can climb up.

Move the Green Beret past the small archway—notice the guard on the other side who's eyeing a courtyard that contains a giant statue. Place the Decoy to one side of the arch and stand on the other side. Set off the Decoy and stab the guard as he investigates the noise. Repeat this process for a second guard standing in the courtyard. To draw him into the range of the Decoy, use a pack of Cigarettes as an extra lure. Hide the bodies on the balcony.



You need to lure this guard away from his post.



Use the Green Beret's Decoy to get him to leave the courtyard.



Knife the guard and take the body to the balcony.

Send one of your Commandos up the large steps to free the spiritual leader. Move the spiritual leader to the balcony with the rest of the squad. After the spiritual leader is safe, send the Green Beret up the ladder next to the large stairway. Enter the building through the hole on the roof.



Send one of your Commandos up the large steps.



Free the spiritual leader and get him to the balcony.



Send the Green Beret up the ladder, and enter the building through the hole in the roof.

Stab the guard inside the building. Ignore the two Japanese soldiers in the anteroom. Instead, climb down the ladder in the center of the room to the tunnels. Here you find the captured Gurkhas—walk close to each one, then

select them like any other character. Retrace your steps, climbing up the ladder and out onto the roof. Once outside, move the Gurkhas to a safe hiding place. You need them to operate the radio when you find it.



Climb into the building through this hole in the roof.



Ignore the two Japanese soldiers and continue to the tunnels below.



Move the Gurkhas to a safe hiding place; you need them to operate the radio when you find it.



TIP

As you progress through this level, pick up as many Rifles as you can. You'll eventually need to arm the Gurkhas.

Enemy snipers are covering the courtyard and the entrance to the giant statue. Move your team down the Ladder, picking up the Ladder as you leave, and work your way along the wall toward the barge. You can't reach the barge directly from here because the bridge support blocks the path. Use the Thief to climb the wall so he arrives in the courtyard behind another guard. Drop the Ladder to allow the Green Beret and Sniper to follow. Use the Green Beret to stab the guard.

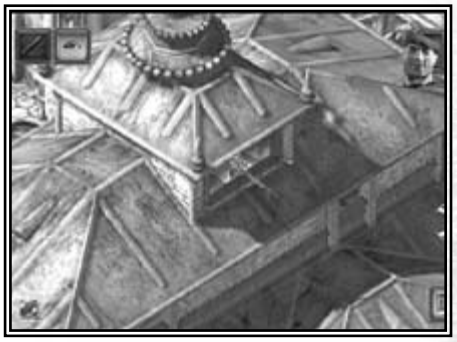


Move your team along the wall. Use the Thief to climb up the wall and to drop the Ladder for the others.

Make sure the Thief retrieves the Ladder. There's nothing of interest in the building the guard was protecting, so crawl along to the next available door, keeping tight to the wall. This building is home to four snipers—two on the balcony and two more on the roof of the building. Killing them and taking their ammunition increases your chances of completing the mission. The Sniper can kill enemy soldiers with one shot. His gun is silent and has a long firing range.



Kill the four snipers on this building. They have a long line of sight, and you can't enter the statue with them around.



Take out the sniper at the top of the building.

Enter the ground level of the snipers' building and stab the nearby guard. There's a second guard patrolling the corridor and several Officers in a small room. There's a bonus picture piece in there if you can reach it in one of the two cupboards. Leave it for now or use one of the Driver's Molotov Cocktails to take out several of the Officers at once. There's one moment when all three stand close together. The cupboards contain Smoke Grenades, more Molotov Cocktails, a First Aid Kit, a Gas Grenade, Binoculars, and a Trip Wire.

Head up the stairway. Stab the guard looking through the window, then take out the lone soldiers in two of the four rooms. Dispatch the two soldiers in the last room with a

Molotov. Climb the ladder to the fourth level. Stab the two snipers here before they get off shots, then steal their Rifles. Give these to your Sniper when you leave.

Return to the room containing two brown armchairs on the second floor. Look through the doorway to see the two snipers on the balcony outside. Before you can dispose of them, you need to shoot the two guards standing at the gate opposite this building. Switch characters and bring in the Sniper to join the Green Beret. Look out the window onto the balcony and the gate beyond. Shoot the two soldiers at the gate. Before you attack the snipers, use the Driver to set a Trap on the staircase in this room. A soldier comes to investigate when you kill the first sniper. Placing the Trap kills him before he can attack any of your troops. Kill both snipers and take their ammunition.



Use the Sniper to take out the guards stationed at either side of the large green-roofed archway.

Move the Sniper so he can look over the smaller courtyard. In addition to the guard in the courtyard below, there's another sniper in the red-roofed building. Use your Sniper to take out the enemy sharpshooter. Send the Green Beret through the double doors to emerge behind the guard. Kill him and carry the body inside. Zoom out to find the nearby soldiers. There's a guard who wanders back and forth between the barge on the river and this courtyard.

Move the Sniper so he can look over the smaller courtyard. Take out the enemy sharpshooter on the roof.





Zoom out to see any nearby guards.

When the coast is clear, move the Green Beret across the small courtyard. Enter the building where you shot the sniper. Climb down the ladder and kill the guard on the lower level. Climb to the top of the building to retrieve the dead sniper's ammunition. There are two wooden boxes here, but you can't open them yet. You need to collect extra weapons to arm the Gurkhas. Pick up any Rifles you come across. They'll be vital later in the mission.

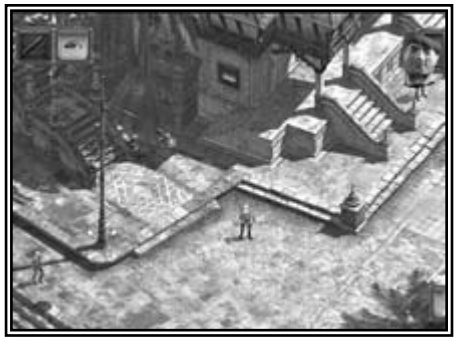
Have the Green Beret enter this building here.



Move the Green Beret to the ground floor of the red-roofed building. Look through the wooden doors to watch the patrolling guard. When he's close enough, open the door and stab him. Hide his body. Move along the waterfront and kill the next guard.

Approach the window of the nearby building. Send the Thief inside via the window, using him to drop the Ladder so the Green Beret can follow. Once inside, lure the first of the two guards away from his position using Cigarettes. Sneak up and stab the second. Search the two items of furniture on this level to find Gas Grenades, Molotov Cocktails, Smoke Grenades, and another bonus picture piece. Move upstairs and eliminate the guard.

Approach the window of this building. Send the Thief inside.



Leave the building through the front door. Drop behind the guard closest to the building and stab him. Cross the street and kill the other guard talking to the monks.



Exit the building via the front door.

Bring up the Sniper to take care of the next two guards from a distance. Monitor the vision of the farthest one, and shoot the closest guard when he's not being observed. Take down the second. The dead bodies may attract one or two additional guards, so keep the Sniper in position and listen for the warning shouts. Shoot any investigating guards after they're in range.

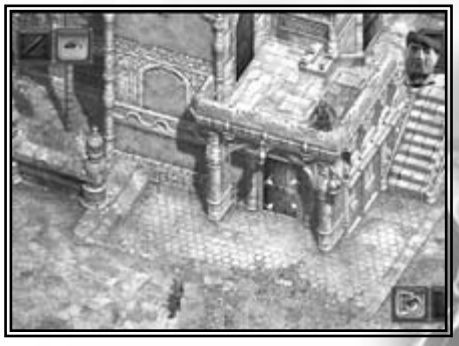
Have the Sniper take care of this guard. If anybody sees him fall, you'll have to shoot the additional guards as well.



Move to the next building. Send the Green Beret through the topmost of the three doors. Kill the Japanese soldier inside, then climb down the ladder. Lure the next guard away from his room using Cigarettes. Dispatch the two remaining guards with a Molotov from the Driver. Search the three items of furniture here for a Shovel, a Trip Wire, and a bonus picture piece. Look up the ladder in this room and time your ascent to the room above.

Kill the two guards, then search the locker to find Sleeping Pills, a First Aid Kit, and another bonus picture piece. Climb down and exit via the doorway that leads next to the green-roofed archway.

Move to the next building. Send the Green Beret through the topmost of the three doors.



Working your way around the edge of this map, you need to enter the next building. Entering via the riverside is too dangerous, but there's a way in via the large courtyard. Choose the far entrance first—an open archway. The Green Beret should have no problem moving from room to room stabbing the soldiers here. Search the furniture to find more Sleeping Pills, two bonus picture pieces, and more Gas and Smoke Grenades.



Entering this building from the riverside is too dangerous. Enter via the large courtyard.

Locate the window next to the green gate. Use the Sniper to aim through the window and shoot the guard patrolling the back room. When he's dead, send the Thief through the window and drop the Ladder to let the Green Beret and the Driver up. Take out the three soldiers with a Molotov. Find and kill the Officer lying in bed. There are two passages leading down and a stairway leading up. Take the stairway.

Kill the guard next to the large cupboards and search them for a bonus picture piece, a Ladder, extra Grenades, and Molotov Cocktails. Bring the Sniper to this floor and use the high vantage point to shoot at the guards across the river. Take out as many as you can.

Send the Green Beret through the gate to take out the patrolling guard. Move the rest of your Commandos to the corner of the building with the green-turreted roof. Use the Sniper to shoot one of the guards through the window. Use some Cigarettes to distract the guard standing in front of the building and draw him into the Sniper's gun sight. A second guard spots the dead body and runs to investigate—shoot him.



If you can't sneak into a building unnoticed, use the Sniper to shoot through the window from the outside.

Enter the building. Descend the ladder when the soldier below walks into the adjacent room. Stab him when he returns. Climb the second ladder and stab the soldier in the room. Talk to the fat man there. After you do this, you can access the wooden crates (plus those you found earlier). Shoot the remaining guard on this side of the river.

Bring around the Gurkhas and the spiritual leader. You only need to equip a single Gurkha with a spare Rifle to complete the objective. Open the inventory of one of the Gurkhas. To complete the missions, you need to equip four of the five Gurkhas with weapons.

Move the Green Beret and an unarmed Gurkha to the radio room. Kill the guards inside on the first floor, then search the cupboard for a bonus picture piece. Climb the ladder and kill the soldiers in the radio room above. Before you activate the radio (which calls Japanese reinforcements), double back and clear out some of the buildings. Doing so also allows you to pick up extra ammunition for the Gurkhas (who will fight the last battle) and to search for any bonus picture pieces you haven't found.



Get the Green Beret and an unarmed Gurkha into the radio room.

Form a three-man team—Green Beret, Sniper, and Driver. Start with the large building next to the bridge. You cleared most of this earlier, but there's a level full of guards upstairs. Move on to the next house, clearing it of enemy soldiers as you go. The final pieces of the bonus picture are on the ground floor of the same building where you found the spiritual leader—enter via the double doors around the back. Move to the statue.



Form a three-man team consisting of the Green Beret, Sniper, and Driver. Start with this large building next to the bridge.

Have the Green Beret crawl into the statue and, staying low, knife the guard nearby. Pan the view around until you can see the two guards working on the level below. Wait until the patrolling guard walks away from the ladder that leads to the lower level. Climb down and stab the guard, then kill the one kneeling nearby. Climb the ladder again and walk around the inside of the statue to the door opposite the one you entered. Knife the two soldiers working in the corridor. The two exits lead to the river.



Have the Green Beret crawl into the statue.

Return to the main part of the statue. Climb the long ladder to the level above. Kill the guard here and climb up again, killing two more guards.

Save the game. Before you use the radio, equip four Gurkhas with Rifles and as many rounds of ammunition as you can find. Place all four Gurkhas across the road so they have an arc of fire across the main bridge out of the stronghold. Set them to provide Ground Coverage. Bring up the Sniper and be ready to use him to add extra long-range fire to that of the Gurkhas. As soon as the fifth Gurkha activates the radio, a contingent of Japanese reinforcements arrives. Rather than let them into the stronghold, cut them off on the bridge. The Gurkhas should mow them down.



Set up an ambush on this bridge with the Gurkhas. Japanese reinforcements come through here.

When the battle is almost over, steal the tyrant's car, driving it down the bridge. The tyrant appears on foot. Take control of the Sniper and shoot him. To complete the mission, guide your Commandos and the spiritual leader to the barge. After your men are in, the barge slowly (and automatically) cruises around the river and off the screen.

BONUS MISSION



Start out at the bombed-out building.



Kill this sniper before he can kill you.



Then take out the soldier next to the metal crate.

The Commandos need to cross the enemy lines and escape in the German staff car. Along the way, you need to neutralize the enemy snipers, obtain some Wirecutters to open the fence, and enter the bunker to stop the alarm from being raised. For this mini-mission, you command the Green Beret, Sniper, Driver, and Thief.

Move the Sniper up to this side of the other bombed-out building. Creep forward and shoot the enemy sniper before he can shoot you. Shoot the soldier next to the metal crate. Send the Thief through the fence toward the metal crate. Unlock and open it to get the Wirecutters, a Shovel, and some Molotov Cocktails. Crawl the Sniper forward and take out the guard next to the supplies behind the trench. Shoot the Officer when he investigates, then the Lieutenant. Cut open the wire fencing and move the squad into the trench.

Knock out and tie up the guard sitting outside the bunker's main door. Take control of the Thief and climb up to the left window above the door. Look through it before you enter. Knock out the Officer and take his keys. Move into the next room quickly. Knock out the soldier, then climb down the ladder to the room below. The two soldiers in this room are too busy to notice you. Open the door, stun the soldier reading the paper, and unlock the door. Send in the Green Beret or the Driver to knock out and tie up the guards on the ground floor. Throw a Molotov at the men in the side room. Finally, kill the men on the top floor and get the Sniper Rifle.

Bring up the Sniper. Stock up on ammunition and use the Sniper to kill the remaining soldiers. When everyone is dead, move your team into the staff car and drive it off screen.

BRIDGE OVER THE RIVER KWAI



PRIMARY OBJECTIVES	Rescue Guinness Obtain the explosives Find the bridge's weak spot by showing Guinness the model Plant the explosives Summon the train by sending a telegraph
SECONDARY OBJECTIVES	Cross the river on an elephant Rescue the prisoners

WALKTHROUGH

You start with four Commandos—Thief, Driver, Diver, and Green Beret. Use a stealthy approach to complete the mission objectives. Once the alarm is raised, there are scores of Japanese soldiers waiting to kill you. You might get captured instead of killed. But that's rare.

Use the Green Beret to knife the two guards who patrol the fence next to your starting position. Hide the bodies next to the cliff face. You need to get rid of the guard patrolling the front of the elephant pen. Lure him away with a pack of Cigarettes, but be cautious. These Cigarettes may attract the attention of the guards in the watchtower beyond the trees. Don't worry if you lose them. Retrieve them when you eliminate the watchtower guards later.



The mission starts next to this elephant pen. Take control of the Green Beret and eliminate the guards.

Knife the guards...



...then carry the bodies out of the way.





Use a pack of Cigarettes to lure the guard into your trap.

The two guards in the watchtower rotate their watch. While one looks out over the river from the tower, the other climbs down the ladder to look at the car below. After a few moments, this guard returns to the watchtower and the other one climbs down to do the same thing. From your starting position, take control of the Green Beret and crawl up to the trees near the car. When one of the guards is climbing the ladder back to the watchtower, walk behind the Japanese soldier reading the paper, and hide behind the corner of the wooden building. The next time the guard comes down, looks, then turns to go, quickly stab the paper-reading soldier with the Knife.

With one guard dead, return to the trees and back to the corner of the building. When one of the guards comes down to look at the car, knife him. Carry his body back to the start position. With no one to relieve him, the last guard dutifully stays at his post. Climb up the ladder to the tower and stab him. Take control of the Thief and unlock the metal crate. Take the Machinegun, Molotov Cocktails, and Smoke Grenades. Retrieve your Cigarettes from the dead guard if you lost them earlier.



Take out the three guards at this location.



With the paper-reading guard out of the way, you have to get one of the guards when he comes down off the watchtower.



With the three guards taken out, take control of the Thief and open the metal box.

Using the Green Beret, lure the patrolling guard from his position near the far building. Kill him when he's close enough. Carry his body away so it doesn't raise the alarm. Do the same for the guard stationed inside the elephant compound. He doesn't seem to be interested in Cigarettes, so draw him out with the Green Beret's Decoy. Once he's outside of the compound, take him down.



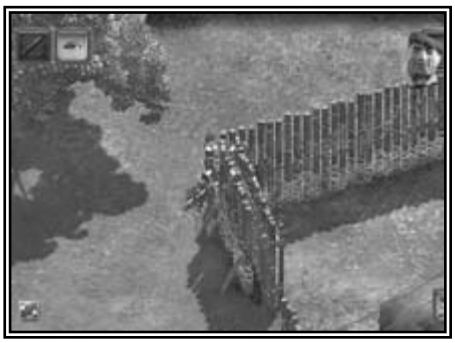
Next on the hit list is the guard standing at the building here.



Lure him away with a pack of smokes thrown on the ground.



Take care of the guard in the elephant pen. Use the Green Beret's Decoy to lure him out.



Make sure you carry the bodies out of the way. You wouldn't want a guard to see your handiwork.

BRIDGE OVER THE RIVER KWAI

Give the Green Beret's Knife to the Diver. He will need it in the next couple of sequences. Monitor the vision of the guard facing the river. Move the Diver to the corner of the building near the two men. Lie on the floor and throw a pack of Cigarettes into the center of his vision. Stay low and throw a Knife at him. When you've retrieved your Knife, dispatch the other guard (who has his back to you). Use the Thief to unlock the metal crate here, and take the First Aid Kit and pack of Cigarettes you find.

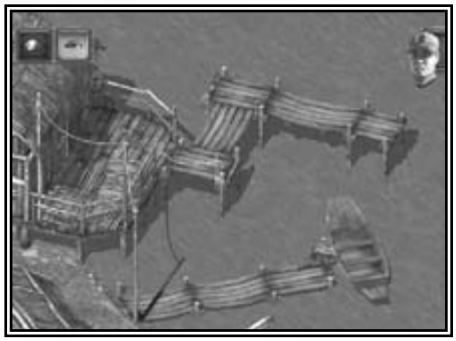


Use the Diver to kill the two guards talking in the middle.



Have the Thief open up the metal crate.

There are two more enemies in your area that you have to deal with right away. There's one soldier messing around with a boat and another at the back of the second building. There's also a guard patrolling the riverbank, but we'll get to him in a minute. Lure the first guard away from his position at the building by throwing some Cigarettes directly onto the platform where he's standing. As he moves to get the Cigarettes, have the Diver throw a Knife into him. His death allows you to kill the man next to the boat (have the Diver throw the Knife) and gives you unwatched access to the building next to the watchtower.



Get rid of the soldier messing around with the boat and the guy standing near the back of the building.

Lure the guard by the building away with a pack of Cigarettes. Then have the Diver throw a Knife into him.



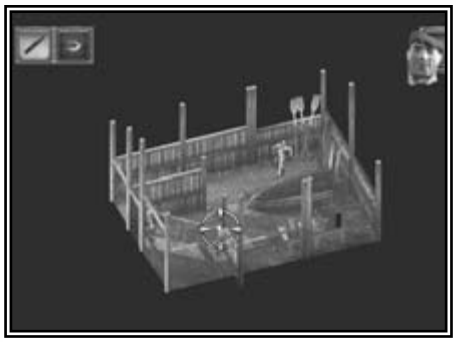
Sneak up behind the soldier working on the boat.



Return the Knife to the Green Beret. The building next to the watchtower is a boathouse. The soldiers in here don't move and are unarmed. Send in the Green Beret and stab the soldiers one by one. They can only respond with ineffectual punches that don't cause any lasting damage. When you emerge victorious, search the box on the table to find some Wirecutters, Cigarettes, and a piece of the bonus picture. Use the Thief to unlock the metal crate here. Take the Ladder that you find inside.

Take control of the Green Beret and enter the boathouse.



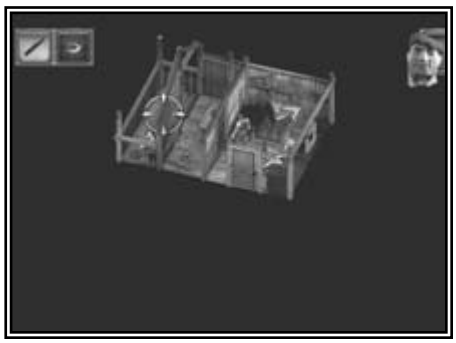


The people inside are unarmed, so you should be able to deal with them quickly.

Now clean out the other building. Using the Green Beret, look through the doorway—there's a single occupant you can see, and three you can't. Pick your moment, enter the room, and kill the guard in the bedroom. A Japanese soldier regularly walks from the balcony (where there are two more soldiers) into the hallway. Knife him as he passes the doorway. Search the chest of drawers in the bedroom to find a pair of Binoculars, some more Molotov Cocktails, a Grappling Hook, and a piece of the bonus picture. Leave the remaining guards—they're more trouble than they're worth.



Clear out this building next.



Search the room for lots of goodies, including a piece of the bonus picture.

Deal with the last guard hiding near the side of the bridge. Taking him out is very tricky, as there are several guards who can see him. Head toward the slope and hide in the tree. Throw out the Cigarettes to lure him to your position. When he walks past your position, hop out and use the Knife to kill him. Now follow the path under the bridge and clear the guards who remain on this side of the river.



Hide in the tree. Use the Cigarettes to lure the patrolling guard into your trap.



With the patrolling guard out of the way, you must get rid of these last two soldiers on this side of the river bank.



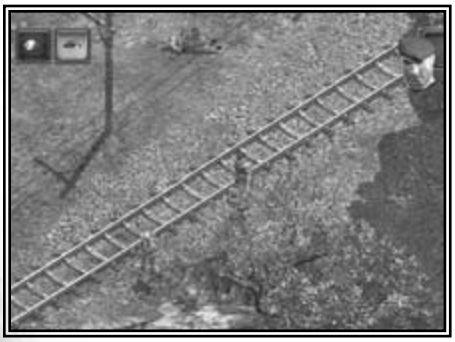
Kill the guard near the cliff wall first. Crawl low and hug the wall to stay out of his line of vision. When he's out of the way, you can deal with the guard near the water's edge.

Next, clear the guards patrolling the railroad track above. Give the Diver two Knives and guide him up the slope until you're almost at the top. Throw a pack of Cigarettes to attract two of the guards. With two Knives, the Diver can quickly dispatch the guards from his hiding place. Retrieve both Knives and throw another pack of Cigarettes toward the nearest pole. This attracts the attention of another guard. As this guard gets closer, he'll be drawn toward the soldiers you have killed. Knife him when he gets close enough. The remaining soldiers here have their backs to you. Bring up the Green Beret to kill or knock out the one farthest from the bridge. Then lure the final guard away from his position. This ensures that his death won't alert another soldier on the bridge itself.

BRIDGE OVER THE RIVER KWAI



Take both Knives and crawl up the slope. Throw out a pack of Cigarettes to distract the first two guards.



Once the mobile guards are out of the way, get the Green Beret up the slope to take care of the stationary guards.

Make sure you move the bodies. There are patrolling guards later in the mission who will find your handiwork if you leave the bodies out in the open.



Once the end of the bridge has been cleared, go back down the slope and under the bridge using the path. Take control of the Diver. Look across the river at the far bridge support. Watch for the Japanese soldier patrolling back and forth between the ladder and the prison compound where Guinness is being kept. As the guard walks away from the ladder on his patrol route, swim across the river and up to the bridge support so you're hiding behind the nearest wooden strut. Throw a pack of Cigarettes near the ladder to entice the patrolling guard. Then throw the Knife to kill him. Leave the body where it falls.

See this guard? He's next on the hit list.



When he walks away on his patrol route, select the Diver to swim across the river.





Use a pack of Cigarettes to get the guard to look in the wrong direction. Throw the Knife to take him out.

Crawl to the log slope and hide at the bottom, behind the low log wall. Monitor the vision of the patrolling soldier who walks along the riverbank past the caged prisoners nearby. Use Cigarettes to lure him away from his route, and kill him when he gets close enough to spot you. Next, wait for the soldier guarding the caged prisoners to walk toward the river. Creep up and knife him before he starts to walk back.

Crawl up the slope.





Throw out a pack of Cigarettes to lure the patrolling guard to your position.



Knife the guard and head over to where the caged prisoners are.



Sneak up behind this guard and knife him.

Ignore the caged prisoners for now. Keep moving along the riverbank to where some Japanese soldiers are guarding prisoners and an elephant. Crawl toward them and hide behind the large rock. Knife the guard looking out over the river. His death brings one of the remaining guards to investigate, which should not be a problem if your Diver is carrying two Knives. Finish off the last soldier and search the box for items.



Hide behind the large rock, then pop up to throw the Knife and kill the guard.



Use the second Knife to kill the other guard. Once they are both out of the way, you can open the metal crate.

To free the caged prisoners, use a Knife on the end of the wooden pole. This causes the cage to drop into the water. Before doing this, equip your Diver with his Diving Gear. Once the cage falls, get into the water and dive under. You have 30 seconds to open the door of the cage. Note that you can only open it once the cage has hit the bottom of the river.



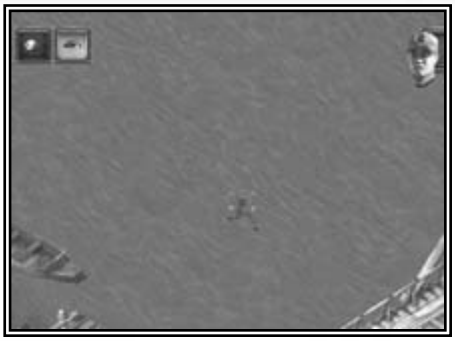
Time to free the prisoners. Have your Diving Gear ready before you cut the ropes.



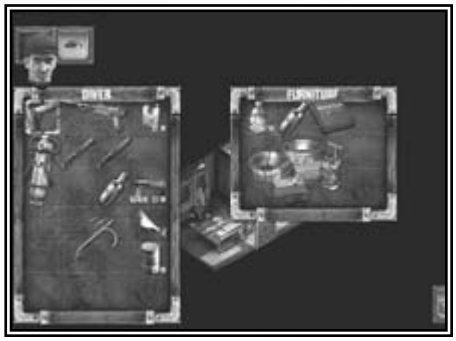
You have 30 seconds to dive under the water and free the prisoners.

Move the rest of your team across the river and congregate at the bottom of the log slope. Make sure you save the game here. Getting through this next sequence is very tricky and will cause you to reload several times if you don't get it right. Send the Diver crawling up the slope. Lure the guard at the top out of position with Cigarettes, then kill him. Make sure you monitor the vision of the other guards. There are at least two other guards who can see you kill this guard. One guard seeing you is expected, and you can deal with him easily with the second Knife. But if two or more guards see you, one will sound the alarm. Move both bodies down the slope so other soldiers don't spot them.

BRIDGE OVER THE RIVER KWAI



Get the rest of your team across the river.



Head inside the big hut once both guards are dispatched. There's another bonus picture piece here and the explosives you'll need to take down the bridge later.



Climb up the slope and use a pack of Cigarettes to lure away the guard. Make sure you take the body down the slope so the other guards can't see it.

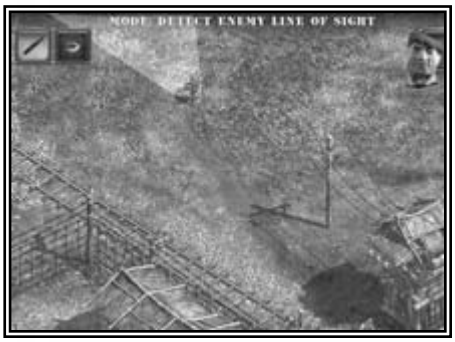
Zoom out and take a look at the compound above. When the guard stands behind the biggest hut with his back to the compound's entrance, walk calmly into the compound and kill him. Then pick off the other guard. There's another soldier patrolling outside the fence. Leave him alone; he won't be a factor in this mission.

Walk into the biggest hut, search the cupboard, and pick up the explosives and the piece of the bonus picture. A prisoner is being interrogated in one of the nearby huts. Look through the doorway to scout the situation. The room is split in two. Wait until the right half only has one guard, then sneak in and knife him. Knife the next guard as he returns. When dealing with the two remaining soldiers, knife the one holding the Rifle first. The other is unarmed and will only attack with his fists. Search the cupboard here to find another Knife and a piece of the bonus picture.



Wait for the patrolling guard to go behind the large hut here. Then walk into the compound and take care of the guard.

Give the extra Knife to the Green Beret. Leave the compound. Monitor the line of sight of this guard here. He can view the soldier next to the metal crate. Wait for him to look away, then knife the guard from behind. Drag the body away to the nearby compound and have the Thief come up to unlock the metal crate. You find Trip Wire, Wirecutters, a First Aid Kit, and another Knife.

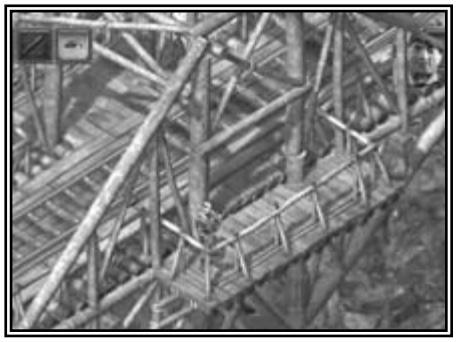


Watch the line of sight of this guard. Wait for him to look away.



Take out the guard by the metal crate. Ditch the body in the compound.

You are almost ready to make your assault on the prison camp where Guinness is being held. Select the Green Beret and head down to the river's edge. Then climb up the ladder to the bridge. This allows you to slip in behind the sniper who overlooks the prison camp. If you simply walk down the bridge, you may be spotted if you're not careful. Make sure that you kill the sniper when the man guarding Guinness (below) has his back to you. Move the sniper's body away from the edge so he won't be spotted.



This sniper is the next Japanese soldier you need to handle.



Head down the slope, then climb up the ladder at the base of the bridge support. This allows you to sneak up behind the soldier and take him out.

You are ready to free Guinness. Move along the side of the buildings next to the railroad track and sneak past the gaze of the guard to reach the slope. Zoom out and focus on the lower village area. There are several guards on the first level, and an Officer who regularly walks down the stairway on an extended patrol. When the Officer starts this route—leaving the building to walk down the steps—you have time to take out the guards one by one.

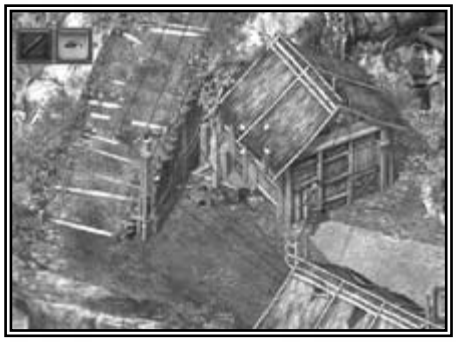


Now it's time to rescue Guinness from the camp below.



Wait for this Officer to go out on his extended patrol before you head down the slope.

Attract the guard standing next to the smaller hut with Cigarettes. Kill him and hide his body behind the larger building. Wait for the Officer to return. When he starts his patrol again, quickly knife the guard scanning the prison compound below. Move the body around the side of the large building so that the Officer isn't alerted when he returns. If there's a second guard on the walkway in front of building, distract him with Cigarettes and kill him. Hide the body, then use the Cigarettes to get rid of the Officer.

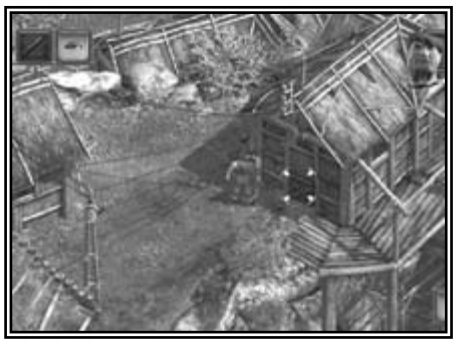


Use Cigarettes to lure the guard away from his post. Hide the body behind the large hut.



Use Cigarettes to kill the guards on the porch outside the hut, including the Officer. There's a chance the bare-chested guard will see the Cigarettes up on the porch as well. If he comes up, you can eliminate him too.

Look through the door near where you just killed the guard. Wait until the Officer in the room walks in to look out the window. Enter the room and kill him before he spots you. There are more guards in the room beyond, but you're hidden from their view. Walk in and use a Knife to quickly kill them. The Green Beret is perfect for this operation. Note the radio—you'll need to use it later.



Now it's time to clear out the hut.

BRIDGE OVER THE RIVER KWAI



This is where the radio is located. You'll need it later to complete the mission.

When nobody is looking, crawl down the steps and stand outside the building below. Lying low, deal with the guard who's washing in the river. Hide his body. Continue crawling around the edge of the prison compound until you can knife the guard standing next to the bridge. Finally, move back to the compound and free Guinness.



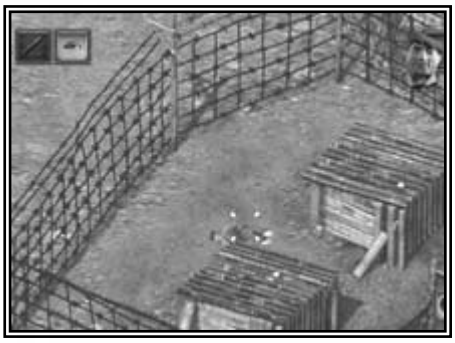
When no one is looking, sneak down the stairs and head for the river's edge. Crawling works best.



Kill the guard washing in the river.



Then kill the guard next to the bridge.



Head into the compound and free Guinness. Well done. This mission is almost over.

Next, go into the building opposite the prison compound. The keys you took from the bare-chested guard open the door, but walking through sends you into enemy crossfire. Instead, work on getting rid of the guards that surround the building. Monitor the vision of the guard close to the river-bank, and throw some Cigarettes at the limit of his vision so you don't attract anybody else. Crawl around the semicircular guard post, knifing the sniper in the window. Kill and remove the body of the soldier guarding the door.



Sneak around the building opposite the prison compound. Use a pack of Cigarettes to lure the guards into your trap.



Knife the sniper in the window.

There are several guards remaining, but only a few of them are looking in your direction. Another well-placed pack of Cigarettes lures the next guard into range. Once he is out of the way, creep up behind the other soldiers to kill them. When all of them are eliminated, move back to the building next to the river, go in, then kill the Japanese soldiers there. Unlock the metal crate to find Wine, Sleeping Pills, a Trap, Wirecutters, Smoke Grenades, and a First Aid Kit. Make sure you take the Wine and Sleeping Pills. Go through the only

other door and into the bottom level of the building—you should see the body of the dead sniper you knifed earlier. Combine the Sleeping Pills with the Wine and throw the Poisoned Wine Bottle toward the Officer who's pacing around the room above. He'll spot the Wine and eventually drink it, sending him slumping unconscious to the floor. Climb the ladder and kill or knock out the remaining guards. Take control of Guinness and guide him to the model of the bridge. Search the box next to the model to find another bonus picture piece. Open your Notebook to make sure you completed all the major mission objectives. Send the Thief back across the river to ride the elephant if you haven't done so.



Use the Cigarettes to distract the guards.

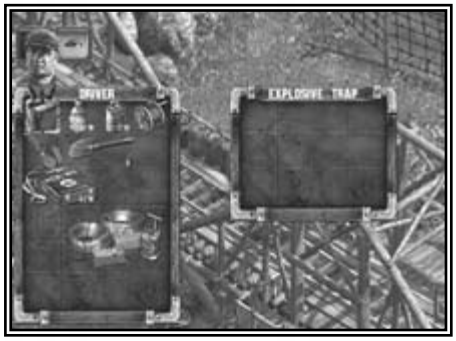


Kill all of the Japanese soldiers in the room and open the metal crate. It holds some Sleeping Pills and Wine that you will need shortly.



Have Guinness look at the model. It shows you where to place the bomb to blow up the bridge.

Move your squad back to the bridge, and run past the prison compound, along the riverbank. Climb the ladder to get on the bridge and place the explosives—the trap needs to be set in the barrels in the center of the bridge. Examine and open the explosive Trap. There's also a bonus picture piece here. After you place the explosives, send somebody to use the radio (located in the building above the prison compound). This signals the train and ends the mission.



Head back to the bridge and find the Trap amongst the barrels.



Use the radio to signal in to end the mission.



The bridge blows when the train comes. Good job Commando. Another successful mission is in the books.







Here's an interesting twist on familiar ground. This time, the mission is at night.

BONUS MISSION

You find yourself on familiar ground—the guard post from the first Training Camp. This time the mission takes place at night. As usual, you have been given the Sapper and the Thief to complete this mini-mission.

Knock out the nearby guard when the patrolling guard walks away. Hide his body behind the bushes that screen your starting point from the guard post. Note where the patrolling guard shines his flashlight. Throw Cigarettes into his sight and wait until he picks them up and turns to go back to his patrol route. Attack him from behind and stash his body behind the bushes.

Take control of the Thief and go past the searchlights and up onto the telephone wires. Swing over to the far telephone pole (near the small bunker) and climb down when the patrolling guard below walks away from the pole. Crawl between the two soldiers in the bunker and switch the searchlights off at the console. Crawl across to the metal crate and open it when the patrolling guard isn't looking. Take the Grenades, Wirecutters, and the Flame Thrower. Crawl to the telephone wires and return to the Sapper. Give the Sapper the new equipment.

Take control of the Sapper and crawl toward the large bunker. Throw a Grenade into the bunker to kill the soldiers there. When other guards investigate, shoot the soldier at the guard post, then throw another Grenade at the guards who have gathered to look at their dead comrades. Cut through the wire fence near the bunker and shoot any enemy soldiers that remain.

THE GUNS OF SAVO ISLAND



PRIMARY OBJECTIVES	Destroy the guns Rescue the Allied pilot Find the explosives Escape in the seaplane
SECONDARY OBJECTIVES	Contact the shipwrecked sailor Steal the Golden Monkey Blow up the wall behind the Golden Monkey Steal the key to the tunnels

WALKTHROUGH

In this mission, you are assigned the Diver, Green Beret, Driver, and Sapper. You also have access to an extra character—Wilson, the shipwrecked sailor. This shaggy-haired castaway is more than just a suntanned wacko. He can perform much the same role here as Whiskey the Commando dog did in the Das Boot mission. Use him to distract guards, scout new locations, and carry items.

Your troops start in an inflatable dinghy off the coast of the island. Zoom out to get a better view of things, and paddle your dinghy until you are opposite the beach, staying away from the shore. Head for the shore and talk to the shipwrecked sailor, Wilson. After you do this, you can take control of him like any other Commando.



NOTE

Notice the small beach in the following screenshot. This is where you'll head when you're done here.



Take control of the Diver and swim ashore here.



Talk to Wilson when you get there. He tells you a little about the island. From now on, you can use Wilson.

THE GUNS OF SAVO ISLAND



Swim the rest of the team ashore.



Lure the patrolling guard away with a pack of Cigarettes.



Your next goal is to reach this beach here. Hug the rocks, or the guard overhead will see you.



Turn your attention to the guard by the small box. Another pack of Cigarettes lures him into range.

Take control of the Diver and transfer the Green Beret's Knife to him so that he has two. Slowly swim toward the next beach, keeping close to the rocks. If the soldier manning the big gun on the cliffs spots you, he'll radio the patrol boat, which will come to investigate. If this happens before you've worked your way inland, you'll be mowed down by the patrol boat's deck gun before you can even get off the beach. Crawl under the two palm trees and behind the large rock that blocks the enemy's view of you.

There are two soldiers to worry about on this beach. The first walks back and forth along the length of this small bay. The other is one of two studying a small box farther up the beach, who regularly turns around to scan the ocean. Using the rock as cover, throw the pack of Cigarettes to lure in the beach-wandering guard. Then throw the pack out again to get the attention of one of the guards near the small box. Retrieve your weapons and crawl up the beach to knife the soldier next to the wooden box. Examine the box to get a Mine Detector and five anti-personnel Mines. Take control of the rest of your Commandos (and Wilson), and move them to the beach to join the Diver.

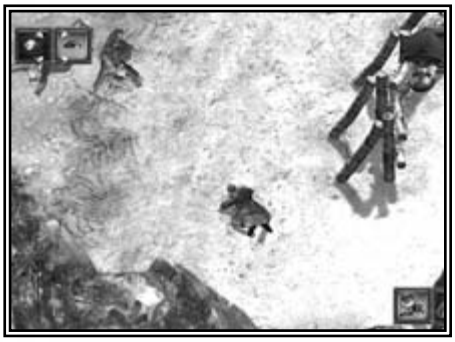


Use the trees and rocks as cover as you creep along the beach.

CAUTION

Make sure that you hide the bodies of any soldiers you knock out or kill. If the alarm is raised, you're unlikely to escape the island alive.

This beach is far from clear—one man still stands by the gun emplacement, and two soldiers guard the path to the next beach. There's also a path here that leads inland. The two soldiers guarding the beach never look at the gunner, so use the Diver and his Knife-throwing skills to kill the gunner. Next, when the Officer has finished talking to the soldier guarding the exit to this beach, sneak up behind the soldier and use the Diver's Knife. Retrieve your blade and hide the body before the Officer returns. Repeat the process to get rid of the Officer.



Crawl along the beach and get rid of the remaining soldiers.



Get rid of the guy at the gun emplacement.

Take the path that leads to the gun emplacement. Three soldiers man the emplacement, only one of whom ever faces the path that you're using. Wait and watch—you see that an Officer regularly makes the trip between this gun emplacement and a group of soldiers and sailors farther up the path. He is easily distracted by a well-thrown pack of Cigarettes, then silently killed by the Diver and dragged into the bushes. The Sapper has an extra Knife in this mission. Give it to the Green Beret.

Using the Green Beret, deal with the three soldiers around the gun emplacement in quick succession. Wait until the patrolling guard turns his back. Immediately stand and attack the guard as he walks away. Knife the soldier holding the Binoculars, then knife the gunner. There's a locked door here—you need a key. Monitor the vision of one of the sailors. Use the Cigarette trick, throwing the pack where the sailor can see them. This needs to be right on the very limit of his vision. Make sure the Diver has two Knives. Kill the first sailor when he gets close enough, then quickly take out the second sailor who runs to examine the body. Remove the two bodies.

Now monitor the vision of the guard while hidden behind a rock. Throw the Cigarettes for him and use the Diver to kill him. The remaining Officer sees the body and runs to investigate, allowing you to get him with the Diver's second Knife. There's a wooden box here. Open it to find a Flame Thrower and some Binoculars.



Get rid of the three soldiers at the gun emplacement. The Green Beret can make quick work of them.



Lure the sailors away with a pack of Cigarettes. Using the Diver with two Knives makes short work of them.



Make sure you hide the bodies.

For the next part of the island, you can take out all the enemies using just the Diver and the Green Beret. Crawl both men up the path toward the first bamboo buildings. Use the Green Beret to crawl up to the nearest guard who stands with his back to the path. Stab him and hide the body. Move down the path and to a ladder leading to a tower. Climb the ladder and, staying low, knife the guard there. Move the Green Beret back to the top of the path.



Kill the guards at the top of the path.



Carry the bodies back down the path and leave them there.



Go down the path and climb this ladder to kill the guard above.

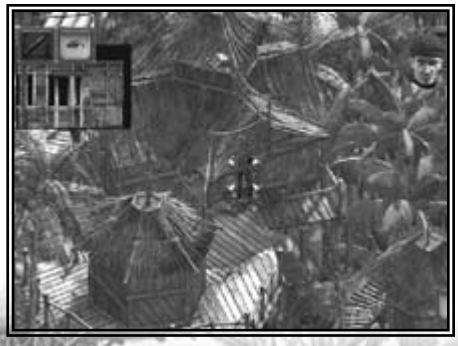
In the village, drop a pack of Cigarettes near the steps of the large building. Two guards spot the free pack of smokes and come running. Since the Diver has two Knives, he's in perfect position to get rid of both guards quickly. With those two guys gone, crawl along the ground to the gun emplacement and take out the soldier there. There's a guard patrolling the front of the platform, plus a sniper on top of the building next to it. Don't attack the obvious guard. Instead, head through the doorway into the sniper's building. Immediately kill the guard inside, then search the cupboard for a bonus photo piece. Climb the ladder and kill or knock out the sniper.



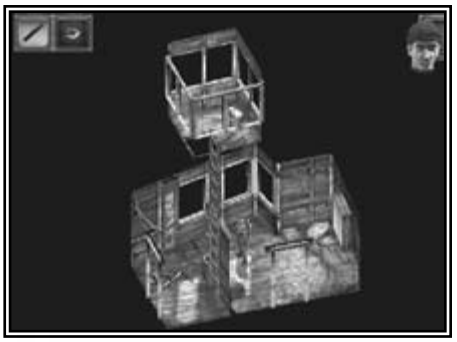
Drop a pack of Cigarettes here next to the steps of the large building.



Have the Diver kill the two guards who were lured into your trap.

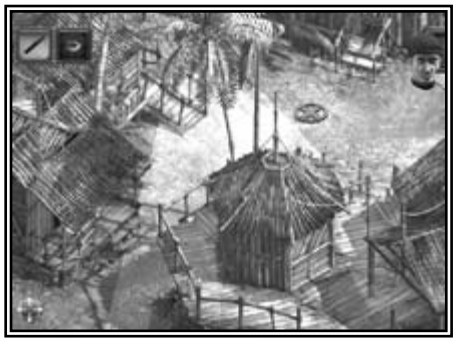


Head over to this pair of buildings here. You need to get rid of the sniper before you clear the rest of the village.



Kill the guard inside, then climb the ladder to eliminate the sniper. There is a bonus photo piece in the building, so search the room for it.

Move the Diver back out of the sniper's building and back to the raised platform. Monitor the vision of the soldier outside the hut. Throw a pack of Cigarettes at the limit of his vision (near the bunker), then throw a Knife at him once he's in range, collecting his Wirecutters when you're done. Turn your attention to the guard on the raised platform. Draw the final patrolling guard away from his route—he walks to a position in front of the raised platform, toward the wooden footbridge, through the building next to the footbridge, and back again. He can be lured away from this path and onto the raised platform using Cigarettes. The Diver simply needs to hide behind the hut and knife the soldier when he has picked up the Cigarettes and turns to walk away.



Monitor the vision of the guard below. Throw a pack of Cigarettes to distract him.

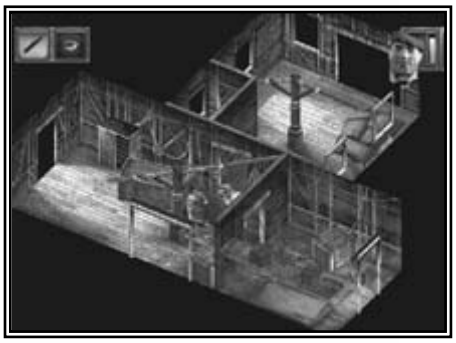


Kill the patrolling guards and hide the bodies. You are clear to enter the large building.

The soldier's removal allows the Green Beret to enter the large building. The easiest way into this building is via the doorway opposite the raised platform. Inside the large building is an empty storeroom, occasionally visited by an Officer and a guard. The other guards are in a nearby room.

Peer through the doorway until you see the guard on his own with his back to you. Sneak the Green Beret inside, stab him, and move the body outside. Do the same for the patrolling Officer.

Search the larger room next door to find a First Aid Kit. Sneak up behind the remaining soldiers and knock them out. Search the shelves in the smallest room to find a piece of the bonus picture.



Give the Green Beret one of the Diver's Knives. Then move the Green Beret into the large building. He can make short work of the guards inside.



Search the storeroom, there are tons of goodies inside.

Move to the building next to the bunker—this is a small barracks with five resting soldiers inside. Lure the soldier on top of the bunker using the Cigarettes. Monitor his field of vision to see where to throw them. Crawl to the guard in front of the bunker and stab him. The door here leads down to the guns, but it's locked. Moving on, take out the guard who's smoking at the back of the building.

Remove any dead bodies from open view. If the alarm is raised, you'll be dead in minutes. This area is almost clear, but be wary. The huts near the bridge hold four and two Japanese soldiers respectively, and there are five in the hut near the bunker. Toss a Grenade at the one near the bunker first—the alarm won't be raised.

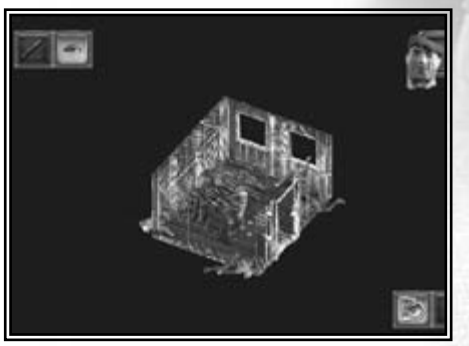


Get the guard off of the top of the bunker by using a well-placed pack of Cigarettes.



Toss a Grenade into the hut to kill the soldiers.

Head inside and search the bodies for weapons and ammunition.



Throw Cigarettes near the bridge (on your side) and use the Diver to knife the two soldiers lured by them. Once they have been dispatched, you're clear to throw Grenades into the two buildings close to the river, killing those inside. Save your Grenades. These reservist soldiers won't come out unless the alarm is raised.

Across the footbridge, two Japanese soldiers are talking, and two more are guarding the Allied captive. There's another one on the large wooden bridge. You can't cross this footbridge yet—there's no way to distract the two talking guards. Now's the time to use Wilson. Plop down a pack of Cigarettes on your side of the bridge, then bring Wilson up. Have him stand on the bridge and blow his horn. The noise gets the soldiers to turn around and spot the pack of Cigarettes on the bridge. Once the guards are on your side, have the Diver use the Knife to dispatch both of them.

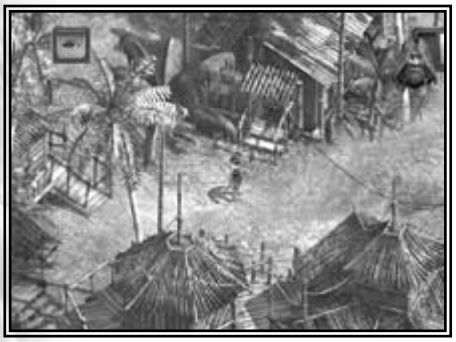
THE GUNS OF SAVO ISLAND



You can't sneak up and eliminate these guards yet, as there are several guards who will see you attack them where they are standing.



Drop a pack of Cigarettes here to lure the two patrolling guards to your side of the bridge.



Now use Wilson. He can help you distract the two Japanese soldiers talking in the clearing.



After getting distracted by Wilson, they see the pack of Cigarettes, and you can eliminate them in turn.

Cross the footbridge and knife the guard on the large wooden bridge. There's one guard left near the Allied prisoner and three stationed around the gun emplacement below. Have the Diver throw a Knife to take out the guard next to the captured prisoner. Free the prisoner to get some clues on the locations you will be visiting next. Leave the three guards below at the gun emplacement for now and move your team back to the beach.



Crawl to the long wooden bridge and kill the guard.



Use the Diver and approach the soldier guarding the Allied prisoner.



Kill him by throwing the Knife from above. Climb down to free the prisoner.

With the Allied soldier free, you need to clear the second beach and locate the key to the tunnels. Without the key, you can't make your way into the subterranean complex to blow up the giant guns. First turn your attention to the two bunkers. The first leads into a cave that in turn leads up to the gun emplacement above.

Use Wilson to scout the left bunker. Throw a Grenade through the doorway to take out the two nearest guards. Bring in the Green Beret and the Diver. Have the Green Beret charge into the next room and take out the rest of the soldiers. Open the wooden box here to find a Remote-Controlled Bomb and a Ladder.

Send the Diver through the only exit and out into the gun emplacement. Stab the nearest soldier, then lure the second away from his position with Cigarettes—make sure that you don't kill him too close to the final soldier, or the gunner will hear his comrade's dying gurgles. Bring up the Diver to dispatch the gunner with a well-thrown Knife.



Have the Sapper toss a Grenade into the room to clear out the soldiers nearby.



Have the Green Beret storm the next room and clear out the soldiers. You probably have to use a First Aid Kit to heal his wounds, but there are plenty of them scattered across the map.

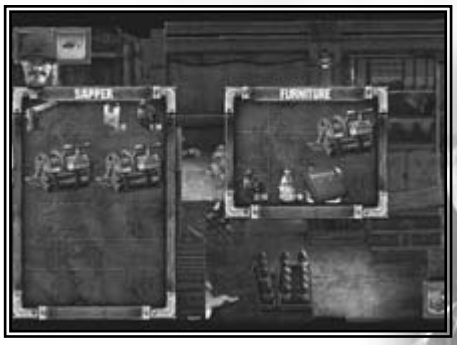


Have the Diver exit via the only door and kill the two guards and the gunner.

Head back down and into the second bunker. Wait until all three soldiers are in range, then have the Sapper throw a Grenade between them. Search the furniture in this room for two more Remote-Controlled Bombs, two Grenades, two Molotov Cocktails, and a piece of the bonus picture. You should now have three Remote-Controlled Bombs, which you'll eventually use to blow up the three guns on this island.



Take control of the Sapper and head down into the second bunker.



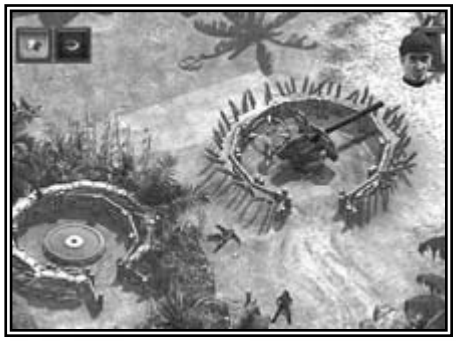
Search the room for lots of goodies, specifically the Remote-Controlled Bombs and a piece of the bonus picture.



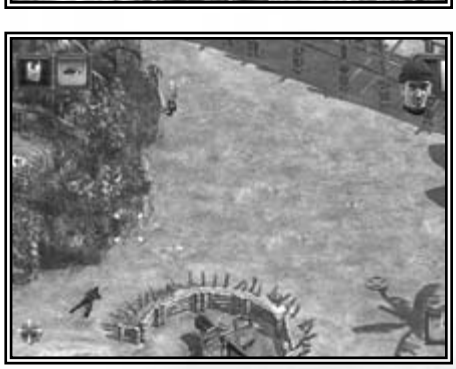
TIP

Stay low at all times. Minimize your exposure to the enemy. What he can't see, he can't shoot.

Now you need to get across the beach. Use the Diver to knife the soldier next to the rocks while he has his back to you. Next, crawl up to the gun emplacement, but don't kill the gunner just yet. He can be seen by one of the soldiers talking by the cargo net. Lure the keen-eyed soldier away toward the bunker using Cigarettes. Kill him, then kill the gunner in the gun emplacement. Rotate the camera view until you can see the two guards talking by the wooden bridge. Monitor the vision of the one who looks at the gun emplacement. Use the Diver and Cigarettes to lure him away from his position and knife him. Take out the two remaining guards here—both should have their backs to you. Hide the bodies in the gun emplacement.



You now have to cross the beach. Take out the guards by luring them away from their posts with the pack of Cigarettes.



Make sure you monitor the vision of the two guards next to the supports for the wooden bridge.

Three guards remain, one on the beach and two on a walkway that stretches out across the water. The soldier kneeling on the beach is easy to dispatch. Take control of the Diver and lure the patrolling guard who's pacing the walkway onto the land with Cigarettes—hide behind the cargo net and ambush him. Finally, crawl the Diver onto the walkway, monitor the last guard's field of vision, and approach when he looks through his Binoculars. Knife this last guard from a distance.



Taking out the kneeling guard is easy. Sneak up behind him and take him out with the Knife.



Take out the two guards on the walkway.

When the soldiers on this second beach are eliminated, move your team to the cargo net. Climb the net when the patrolling guard walks away on his patrol route. Kill the two men near the gun emplacement when their backs are to you, hiding their bodies behind the gun so they can't alert the patrolling guard to your presence. Monitor the vision of the patrolling guard and kill him when he returns.

Three guards are in the building nearby. Leave them. You only need to get rid of the guard outside this building—he's looking straight at the entrance to the Command Center. Use Wilson to distract him so you can step out and kill him with a Knife.

Next, go for the big gun emplacement. Creep up behind the gunner and knock him out—killing him will only alert the remaining soldier. Knock out or kill the soldier with the Binoculars. Hide the bodies with the others.



Climb up the cargo net and kill the guard on the platform. Make sure the patrolling guard is looking the other way.



Use Wilson to distract the soldier looking at the entrance to the Command Center.

Of the two green entrances, choose the bigger one. Go in with the Green Beret and stab the two men at the top of the shaft. When the lone soldier below has his back to you, climb down the ladder and kill him. Search the box to get two more Remote-Controlled Bombs.

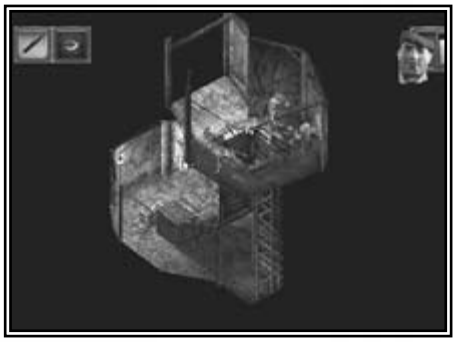
Go into the second entrance and into the room beyond. There are three guards here, but they can't see you as you stand at the end of this corridor. Deal with the two closest to you using a Molotov, then shoot the last man as he investigates the charred corpses.

There are three doors here—two lead into the Command Center. The other (at the far end of the corridor) leads to a room where you'll find the Golden Monkey. There's also a grate in the floor leading to an underwater tunnel to the sea.

An Officer in the Command Center is holding the keys you need. The room is packed with enemy guards. Get the Sapper to lay down some Mines in front of the doorway opposite the Officer, then set up the rest of your squad to provide Standing Coverage auto-fire aimed at the door. Send in the Green Beret to assassinate the Officer with a single Rifle shot. Run out of the room, retreat quickly behind your squad, and wait for the enemy troops to follow. The ones who don't get caught by the exploding Mine are picked off by your men. When everyone is dead, search the Command Center for useful objects (including the key to the tunnels). You find three parts of the bonus picture here.



These two huts are next on the list of objectives. You are almost at the Command Center.



Kill the guards inside the huts and pick up the goodies. You find Remote-Controlled Bombs that you need to blow up the guns.



The Officer is the soldier in white. He's overlooking the map on the large table.



The Mines help clear out the soldiers who rush your Commandos after you kill the Officer in the Command Center.

The room at the end of the corridor contains the Golden Monkey. Only the Green Beret can lift this gilded ape head, but even he isn't strong enough to carry it up a ladder. Instead, use a Remote-Controlled Bomb to blow up the cracked wall here. Remember to leave the room before you detonate the bomb. After blowing your escape hole, leave the Golden Monkey where you found it. If you try to go through the hole now, you'll be spotted and shot by the soldiers guarding the nearby beach. First, you need to blow up the island's guns. The bunker you need is identified on your mission map—it's the locked door near where you freed the Allied soldier. Move your team back down the cargo net, across the beach, and through the cave to reach it.



Blow a hole in the wall with the large crack. You will use this hole later to get the statue when the mission is almost over.

Send Wilson ahead of you to scout the way. The first room contains two soldiers—you should be able to creep behind them to knock them out. Take the door opposite. The other one leads into a room where a group of Japanese soldiers are busy digging. There's a crate in here containing Grenades if you want to try your luck.

If not, look through the door of the next room and enter when the guard walks away from you. Use your Knife on him. There's only one exit that opens out into a winding corridor dotted with strategically placed crates.

Make sure that the Diver has two Knives. Hide behind the nearest crate and, when the patrolling guard is farthest away, throw a Knife to kill the closest guard. When his compatriot comes to investigate, dispatch him with the second Knife. Quickly run and pick up your weapons, moving both of the bodies before the patrolling guard returns. Knife the last guard and move on.

The next room features two guards. Monitor the field of vision of the armed soldier and bring in the Diver to kill him. This attracts the attention of the second unarmed soldier. Rather than set the alarms off, he heroically tries to knock you out. Knock him out and tie him up instead. The other doors here lead to barracks rooms and are filled with soldiers. Throwing Grenades will set off the alarms, so leave them alone.

THE GUNS OF SAVO ISLAND



Enter the subterranean complex and start killing the guards one at a time.



Make sure you look into rooms before opening the doors. You need to wait for the guards to be looking the other way before you burst in.



You're almost at the guns, and the mission is almost over.

Before you enter the gun room itself (via the steps), look through the door to watch the guard inside. Enter when he has his back to you. Kill him and the other guards here using Cigarettes and the natural cover available. Search the lockers near the elevator to find more Grenades, Molotov Cocktails, and two more bonus picture pieces. When the guards are dead or incapacitated, plant a Remote-Controlled Bomb next to each gun and leave the complex the way you came in. The door at the top of the elevator shaft can be opened only from the outside.



Place a Remote-Controlled Bomb next to each gun.

Now you need to plan your escape route. Move into a position where you can creep under the large wooden bridge toward the seaplane. Kill the guard and hide behind the pile of supplies. Lure the guard standing on the wooden platform with Cigarettes. Throw them in front of you so the guard doesn't spot the first guard you killed.

Deal with the guards on the beach near the supplies by simply attacking them from behind. The Diver is incredibly useful here. Finally, bring up the Driver to throw a Molotov at the two soldiers standing in front of the plane—you need to kill them both at once, or any survivor will raise the alarm.

Take out the remaining guards at the other end of the beach. Use the Diver to swim right around the plane so he can approach the guards without being spotted. Monitor the vision of the patrolling guard so you can approach the beach in safety. Knife both soldiers when their backs are turned. When the beach is clear, send the Green Beret through the hole in the cliff to grab the Golden Monkey. Move your team, including Wilson and the Allied prisoner you rescued, toward the plane.

There are soldiers in the plane, but they can be picked off one by one by the Knife-happy Diver. Kill the soldier at the front of the aircraft, then attack the one at the back. Head down the ladder to attack the unarmed soldier below. Deal with the last enemy on the flight deck.

Don't forget to set off the Remote-Controlled Bombs to destroy the guns before you all clamber on board. If you want to collect the final pieces of the bonus picture, you'll find them in the following areas: One is located in the building in the village; it has a set of stairs that lead down to a fuel depot area. The other is in a room just before the gun room and is guarded by six soldiers in white overalls.



Take your time eliminating the soldiers on the way to the seaplane. You've worked very hard to this point; don't blow it now.



You can see the hole in the cliff face near the supplies in this screenshot. It won't be there if you didn't detonate the bomb near the cracked wall where you found the Golden Monkey.

One of the final bonus picture pieces is located here in this building back in the village.



BONUS MISSION



The odds of completing this mission don't look good when you begin. The Sapper has been captured by a German patrol, and troops are fanning out to search the surrounding area. You need to rescue your brother-in-arms, break into the enemy outpost, and escape in a German truck. You also need to steal a Code Book

Begin by selecting the Spy and slipping on his Lieutenant's Uniform. Walk up to the nearest German soldier and make him look the other way. Take control of the Green Beret and crawl up to stab the soldier next to the wall. Monitor the vision of the soldier beyond so you're not spotted, then throw Cigarettes to lure in the soldier up ahead. Stab him and then kill the soldier who's distracted by the Spy.



It looks quiet now, but there are soldiers hiding behind the wall. Move the Spy to distract the soldier next to the telephone pole. Make him look anywhere but at the wall the Green Beret is hiding behind, then set the Green Beret to provide Standing Coverage with the Machinegun through the gap between the wall and trees. Bring up the Driver and throw a Molotov Cocktail over the wall to kill the soldier hiding there. This attracts the soldiers who are then shot by the Green Beret. Get the Driver to throw extra Molotov Cocktails if things seem to be going badly.

Send the Spy down to free the Sapper. Jab the three remaining soldiers with the Syringe and tie them up when they drop unconscious. Free the Sapper. Move all members of your squad to the thick wall that divides the map. Send the Green Beret into enemy territory using the telephone wire. Kill the unarmed soldiers near the truck and search the two wooden crates to find Wirecutters, a Ladder, and the Mine Detector. Return to the wall again, but drop down on top of it. Use the Ladder and drop it down over the side for the other Commandos to use. The Sapper also has a Ladder in his inventory. Use this on the other side of the wall.

Give the Wirecutters and Mine Detector to the Sapper. Cut the wire fence and use the Mine Detector to locate the Mines. Defuse the Mines you find and cut the fence again to move up behind the truck. If the truck is destroyed, you'll fail the mission. Make sure one of your Commandos has a Machinegun with lots of ammunition. Aim at the enemy soldiers and put the Commando on auto-fire. The enemy won't stand a chance. Simply get into the truck and drive it offscreen to complete the mission.

THE GIANT IN HIAPHONG

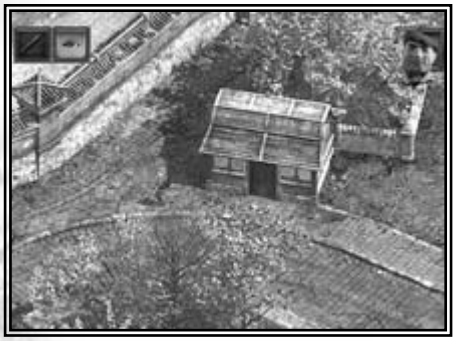


PRIMARY OBJECTIVES	Contact the Sapper and the Thief Find the explosives Destroy the large fuel tanks Destroy the small fuel tanks Infiltrate the aircraft carrier
SECONDARY OBJECTIVES	Talk with the shopkeeper Rescue Natasha Hide inside the truck

WALKTHROUGH

Your first priority is to free your comrades, the Sapper and Thief. Natasha is also hidden on this map. Talk to the shopkeeper to find out where she is. Find her a suitable disguise so she can walk around the dock area unnoticed.

Walk right from your starting position, without rotating the screen. Notice the patrolling guard. When this guard isn't looking, hide beside the small building. Stab the guard when he returns, and hide his body. Search him for a Rifle. Enter the building and knife the three soldiers inside. The two wooden boxes here contain a First Aid Kit, a Wine Bottle, and a Machinegun. Head outside and use the Wine to lure the guard standing next door. After you kill him, hide his body in the building and steal his Rifle and Cigarettes.



This mission is a long one. You have to infiltrate the base and get on board the aircraft carrier. Before you can go anywhere, take care of this guard.

Head inside the building and kill the three soldiers inside.



Move to the building next door. Kill the guard and hide his body inside.



Return to your starting point. Creep up behind the enemy guard next to the nearby building and kill him when the other guard isn't looking. Crawl across the street between the buildings to creep up behind the guard. Kill him when no other guards are nearby. Pick up his body and carry it to the starting point. Storm the building that is half-covered with trees, stabbing its inhabitants before they fight back.

Move to the next building, kill the two soldiers inside, and pick up your first bonus picture piece from the cupboard. A crate here contains a pack of Cigarettes and Binoculars.



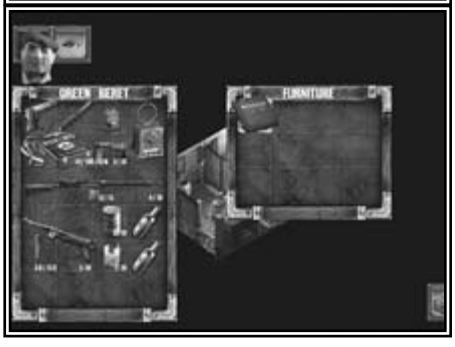
Dash across the street between the two buildings.



Use a pack of Cigarettes to distract the guard.



Your first piece of the bonus picture is inside this building.

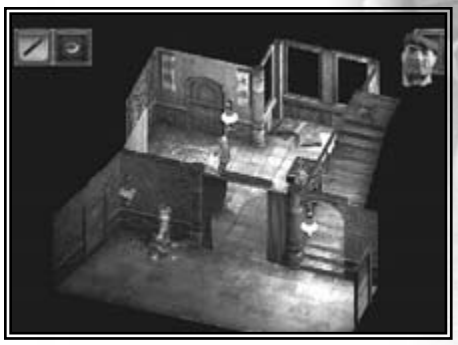


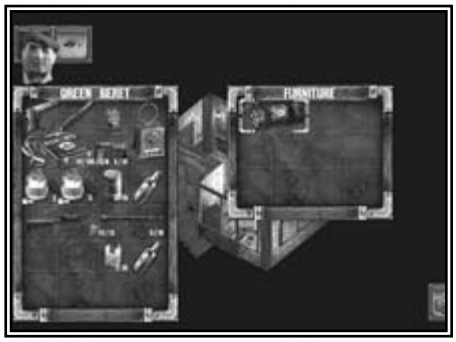
Walk to the building that a man is painting. Go through the door. Kill the first guard in the corridor. Lure the next soldier out of the nearby room with Cigarettes. The last soldier, sitting at the table, is a Grenadier. Leave him alone and move through the door opposite the one you entered. This door opens into a corridor, which leads to a storeroom. Kill the guard, then search the wooden box for Sleeping Pills. Head up the stairway next to the storeroom. The room at the top is full of searchable furniture. Deal with the guards first, then pick up a First Aid Kit, Timed Bomb, two bonus picture pieces, and some Grenades.

Walk into this building. A man paints the outside walls.



Lure the nearby guard out of the room with a pack of Cigarettes.





A Timed Bomb is up the stairs.

Lie prone in this room and look through the door next to the filing cabinet. Open the door and knife the soldier on the balcony. His death attracts the attention of another soldier across the street. Stay on the balcony and lie in wait for him. Kill the guard when he arrives.

THE GIANT IN HIAPHONG



Lie on the floor and kill the guard on the balcony.

Head downstairs and into the storeroom. Look through the doorway to see a guard standing outside a small green-roofed building. Nobody else can see him, so sneak out, stab him, and hide his body in the storeroom. Return to the small green-roofed building and hide in front of its entrance.

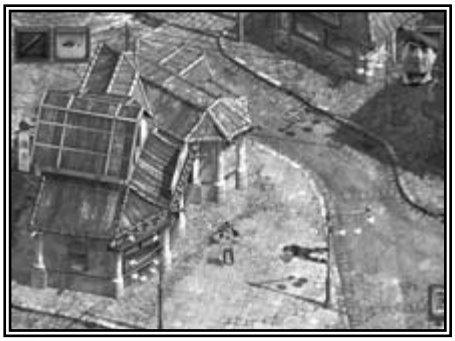


Crawl between the two buildings and knife the guard.



Move the body into the storeroom. If the alarm gets tripped, you'll be dead.

Place a view marker in the middle of the street so you can see who will spot you when you cross. Zoom out the view to see a few guards walking on a metal balcony above the gateway to the docks. Cross the street toward the building when these two guards are not looking your way. Move to the small circle of children.



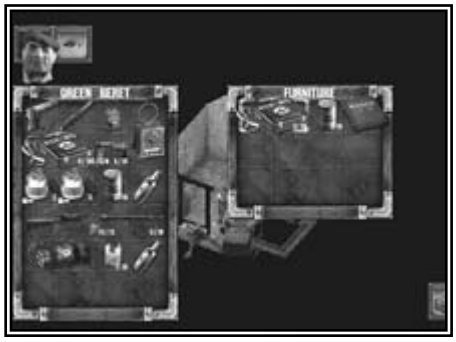
Run across the street to where the children are in a small circle.

You are safe standing near the children. The five-man patrol regularly wanders the streets nearby. A soldier is also stationed on almost every street corner. You need to get inside the building behind which you are hiding. The double doors opposite the green-roofed building provide the only entrance. Time your move when the five-man patrol passes and the men on the metal walkway look the other way.

Once inside, talk to the shopkeeper. He tells you that Natasha is being held in town. Check the shelves above the shopkeeper's counter to find a bonus picture piece. A screen in the next room hides several soldiers, and a restless guard moves around the room. When he walks away from the door, knock him out and tie him up. Search the wooden box for some Oriental Clothes and a Sniper Rifle. Check the shelf for another First Aid Kit. Climb the ladder, stab the soldier, and search the furniture for another bonus picture piece. Climb down and leave the building via one of the back windows.



Head inside the building and talk to the shopkeeper. He's got Natasha's Oriental Clothes. She needs them to maneuver around the base without alerting the guards.



Climb upstairs to find a piece to the bonus picture.

A sailor stands outside the building where Natasha is. You have to talk to Natasha before you can take control of her, but you can't just stroll over there. There are several Japanese soldiers who will spot you if you run in the open, so get to work eliminating them. Make your first target the soldier on the street corner. Kill him when the patrol passes and the soldier walking in front of the building you are hiding behind faces away from you. Hide the body behind the building near the circle of children. Throw a pack of Cigarettes to get the patrolling soldier as well. After he's out of the way, monitor the vision of the remaining guards. When no one is looking, walk across the street and into the walled compound. Head into the doorway. Check the wooden box for extra supplies. Open the doorway into the next room and move to the side before the guards spot you. Lure the guard inside the room with Cigarettes and kill him. Search the chest he was guarding to find more Grenades.



A sailor stands in front of the building where Natasha is.



Monitor the progress of the patrolling guards. If they see you, you are a goner.



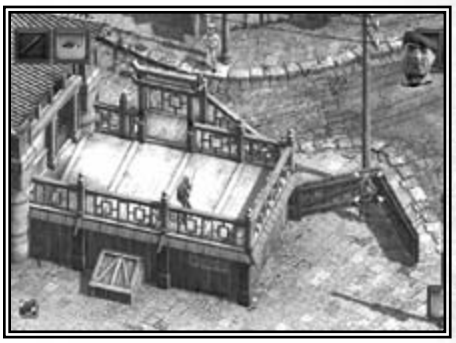
Kill the guards near the building where you were hiding. Ditch the bodies by the circle of children.



Run across the street into the building with the walled courtyard.

Wait until the patrol passes again, then creep up to the wall, intent on getting the guard standing outside the walled compound. Attack him when the guard walking on the raised green area is facing away from you. When the guard is dead, dump his body behind the shopkeeper's building with the others.

Lure the guard standing next to the raised green area. Move to a position outside the walled compound when the patrol passes. Lure the guard toward you using Cigarettes, but only when the guard on the raised green area walks away. Hide the body behind the shopkeeper's building. Repeat the process for the guard on the raised green area. Because the angle is wrong for you to attack him, wait until he picks up the Cigarettes and turns to walk before you strike. Grab the body and head for the green-roofed building. Dump the body and hide behind the wooden box.



Lure the guard away from the raised green area with a pack of Cigarettes.



After the two guards are out of the way, run across the street and hide by the wooden box.

THE GIANT IN HIAPHONG

When you are outside the green-roofed building, knock out the man near the truck. Tie him up and move under the nose of the guard on the balcony. Move to the brown-roofed building at the end. Enter this building and kill the two guards in the two rooms. Dump the dead enemy soldiers. Head outside and stand at the back of the building. Lure in the nearest patrolling soldier using Cigarettes. Attract the sailor away from his position in the same way.



Sneak below the balcony and stay close to the building. If you walk, the guard above can see you.

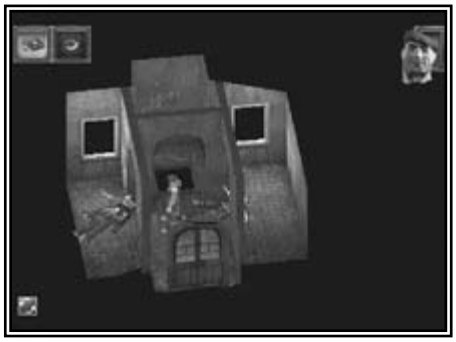


Sneak into the building through the window. Inside, kill the two guards in the two rooms.

Walk to the side of the target building when the soldier stationed on the roof of the nearby warehouse can't see you. Climb the ladder when the guard on the roof of the warehouse looks away. Go through the doorway at the top. In the following room, lure out the guard who faces the corridor where you started. Knock him out and tie him up. Knock out and tie up the two remaining soldiers. Climb down the ladder to find Natasha, talk to her, and give her the Oriental Clothes and the Sniper Rifle. Leave the building the way you came in.



To get into the building where Natasha is, climb up this ladder.



Head inside. Deal with the guards, then go downstairs to catch up to Natasha.

When the guard on the warehouse isn't looking, move Natasha and the Green Beret down the ladder to street level. Move them behind the small hut opposite the warehouse. To create an escape route for the Thief and the Sapper, whom the guards are holding in the warehouse, eliminate the soldiers who surround it. Move Natasha into the hut and have her distract the soldier there. Use the Green Beret to kill him. When it's empty, hide the soldier's dead body here.

Send Natasha up the ladder to the roof of the warehouse. You must shoot the guard patrolling the roof; however, Natasha can't wear her disguise and fire the Sniper Rifle at the same time. Shed the disguise, fire a killing shot, then get back into the Oriental Clothes. Crawl across the roof and shoot the guard patrolling the balcony on the building opposite the warehouse. Shoot a second guard who comes to investigate his death. This enemy previously guarded the side entrance to the warehouse.



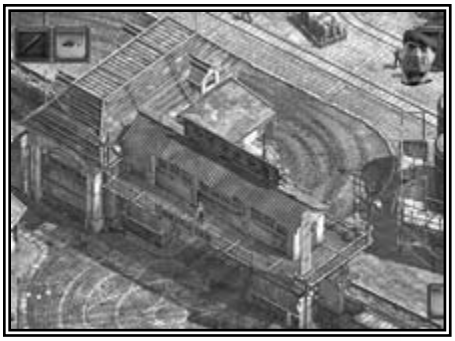
Sneak Natasha and the Green Beret into the small building. Store the bodies of the guards you eliminate here.

Use Natasha to distract the soldiers who can see the warehouse. The Green Beret can take out the soldiers and drag them to the small building across from the warehouse. When you eliminate all the guards, move Natasha to the truck. Drive the truck to the side entrance of the warehouse. Send her in to free the Sapper and the Thief. After the guards release them, use Natasha to distract the guard who stands outside the room where the Sapper and Thief are. When this guard turns his back, move the Thief and the Sapper out of the side entrance. Use Natasha to search the furniture in the warehouse. She finds two bonus picture pieces, a Ladder, Grenades, a First Aid Kit, and a pair of Binoculars.

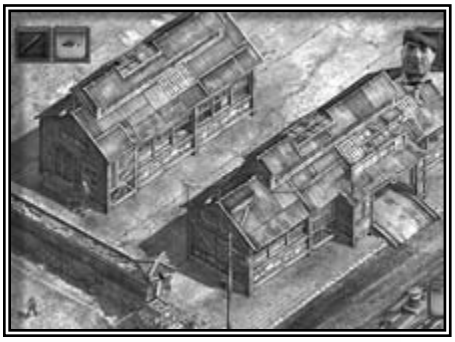


After you free the Sapper, he shows you the next locations you will be visiting on the map.

Move Natasha out of the warehouse's side entrance and into the driver's seat of the truck. Move the remaining Commandos into the back. With Natasha driving, her disguise extends to any passengers she carries. This means that the Thief, Sapper, and Green Beret can hide in the truck. Take control of Natasha and drive the truck from the warehouse, through the gates of the dock, and around to park between the two buildings on the map's edge.



Load the Commandos into the truck and drive it through the gates at the dock.



Park the truck between the two buildings on the map's edge.

Take control of the Green Beret and knock out the soldier standing outside the far building. Bring up the Sapper, then look through the doorway to see the soldiers inside. Throw a Grenade into the building to take them out. Send Natasha in to distract any soldiers who remain. Send in the Green Beret to kill any survivors. Take control of the Thief and use him to unlock and open the two metal crates here. Take the three Remote-Controlled Bombs and the two Timed Bombs.



Use the Green Beret to knock out the soldier standing outside the far building.

Move Natasha into the truck's driver's seat. Move the rest of the squad into the back of the vehicle. Drive across the base to the small fuel tanks. Nudge the truck next to the aircraft carrier as you pass. This causes the two soldiers working on it to stop what they are doing and move away—make sure that they move to the side of the large building opposite the carrier. When you reach the small fuel tanks, back up the truck and plant one of the Remote-Controlled Bombs next to the tanks.



Load the Commandos into the truck and let Natasha drive them to the small fuel tanks next to the aircraft carrier.

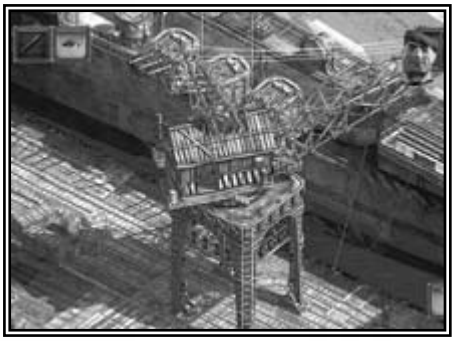
Drive to the larger fuel tanks and plant another Remote-Controlled Bomb when the guards on the balcony and the patrolling soldier aren't looking. If they spot you, dive inside the truck to escape any guards who run to investigate. When you place the charges, drive back to the position between the two warehouses at the edge of the map and detonate the charges.



Plant a Remote-Controlled Bomb at the larger fuel tanks next to the aircraft carrier.

THE GIANT IN HIAPHONG

Move across the dock toward the crane. Use Natasha to distract the guard near the supplies, making him look away from your current position. Use the Green Beret to stab the soldier outside the building where you obtained the explosives. Kill the distracted guard. Use Natasha to distract the sailor standing outside the large building. Move the Green Beret to a position behind the supplies and stab the patrolling guard when he turns his back.



Now head down the dock toward the large crane.

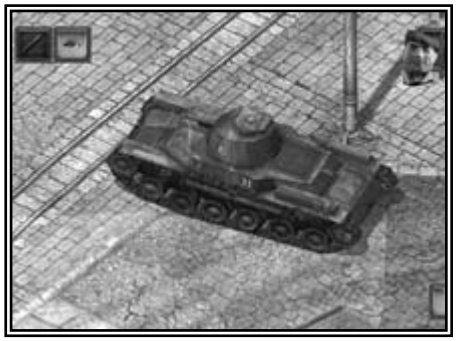


Use the Green Beret to eliminate the soldiers near the supplies.



Use Natasha and the Green Beret to distract and kill the sailor.

Plant a Remote-Controlled Bomb between the supplies and the side of the aircraft carrier. Move the Green Beret behind one of the buildings and use the Sapper to throw a Grenade at the sailors hiding in the center of the supplies. This explosion may attract a tank that patrols the base. Zoom out and watch to see if it approaches. If it does, wait until it drives over the Remote-Controlled Bomb, then detonate it. If it doesn't investigate, carry on.



The explosions may attract this tank. If it approaches, wait until it drives over the Remote-Controlled Bomb, then detonate it.

Use the Green Beret and Natasha to eliminate the guards who are around the crane. Hide the bodies. Locate the soldier standing in front of the container. Plant the Green Beret's Decoy behind the container and hide around the corner. Activate the Decoy to lure the soldier from his position—he can see the crane. Eliminate him. When the soldier nears the Decoy, switch it off. As the soldier turns his back to examine the Decoy on the ground, creep up behind him and kill him. Move Natasha back into the first truck. Move the other Commandos into the back and drive the truck toward the crane.



Use the combination of Natasha and the Green Beret to eliminate the guards surrounding the crane.



Take care of the guard by the containers with the Green Beret's Decoy.

Park the truck underneath the crane. Take control of the Sapper and approach the group of sailors standing on the dock. Prime a Grenade and throw it in the middle of them. Move the Sapper into the truck and wait while the Japanese soldiers search the blast area. After the other soldiers examine the dead bodies, they disappear. Hide until things return to normal. Note, however, that the patrols are on temporary heightened alert.



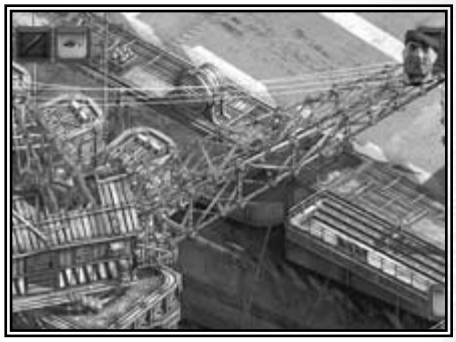
Use the Sapper to throw a Grenade into this group of sailors. Get into the truck to hide from the soldiers who come to investigate the death of their comrades.



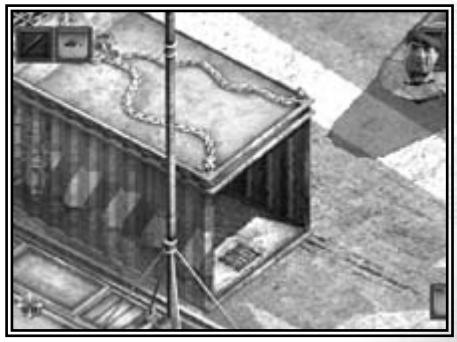
Now you have the horsepower to go back into town to recover the remaining bonus photograph pieces. Remember the patrolling Japanese guards? The photo pieces are in the buildings along their patrol route. Hit each building in turn and you will be able to compete in the Bonus Mission.

Using the Sapper, throw a Grenade to kill the sniper on the aircraft carrier. Take control of the Thief and guide him out of the truck and up the ladder on the crane. Climb onto the gantry and move along it over the deck of the aircraft carrier. When you get to the end, drop from the crane onto the deck. Drop the long ladder from the aircraft carrier to the dock. This allows the rest of your team to come on board. Shoot the nearby guard (use the Sniper Rifle) and move your Commandos up the ladder and onto the aircraft carrier. Enter the open container to complete the mission.





Have the Thief cross over to the aircraft carrier by climbing up the crane.



Once aboard, get your team into this container to end the mission.





In this mission you have to cut the wires to the rudders of the Japanese Zeros.

BONUS MISSION



Cut the wires on the green Zeros. The white ones are experimental ones that you steal to escape.

This bonus mission takes place on the *Shinano* after it sails. Your orders: Sabotage the rudders on the Japanese Zeros so they can't fly (use Wirecutters), radio the position of the carrier to the Allies, and escape in the two white prototype aircraft.

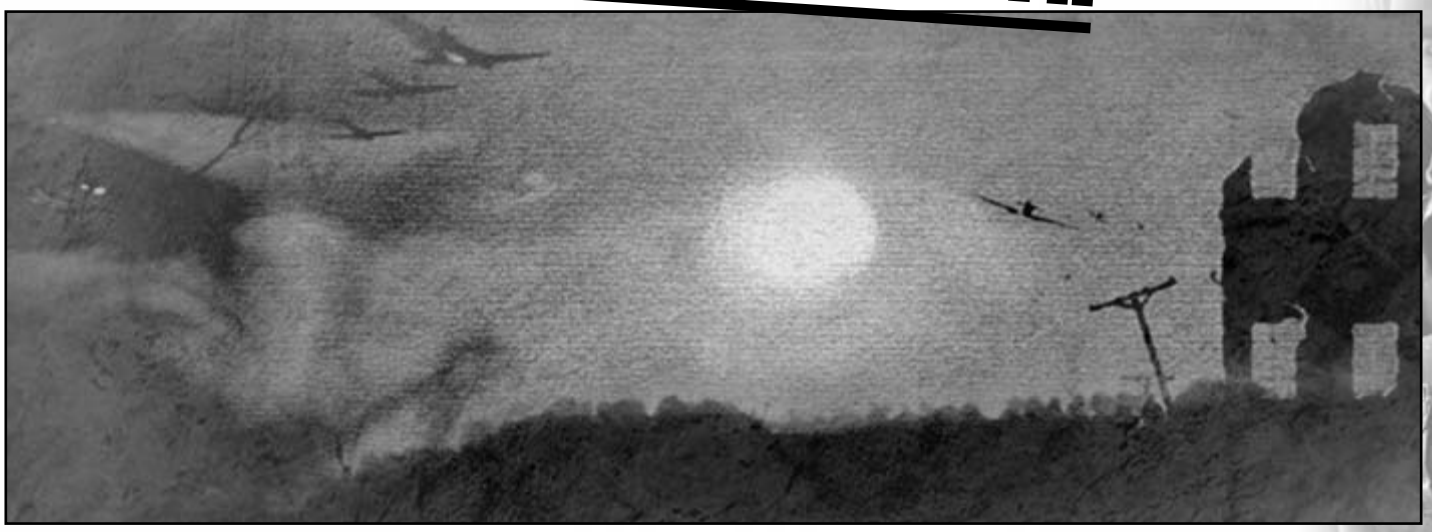
Use the Driver to throw a Gas Grenade at the nearby sailor. Toss a Molotov Cocktail at the soldier who comes to investigate, killing both men. Move the Driver up the ladder and into a position where he can throw a Molotov Cocktail at the three men in the center of the deck. Wait until three more soldiers come to investigate the bodies, then launch the final Molotov Cocktail at them. Use the Green Beret to stab any soldiers who remain in this area. Crawl along the deck. Knock out and tie up two men near one of the other planes. Move down and Distract and Disable the armed soldiers working on the next plane. Open the wooden box to get some Wirecutters. Dispatch the guards near the remaining three planes, then disable their rudders using the Wirecutters.



Extra ammo is in the wooden boxes interspersed amongst the Zeros.

Extra ammunition (mostly Molotov Cocktails and Gas Grenades) is in wooden boxes scattered across the carrier. Rifles are in the metal crates. Go toward the aircraft carrier's radio room, near the bow of the carrier via the boxes located between the planes. Disable the aircraft before sneaking past the guards toward the metal crate. The access to the inside of the aircraft carrier is via the walkway. This leads to a ladder, which in turn leads to a door. The door that leads inside the carrier is on this level. Kill every guard, then use the radio and escape in the aircraft.

SAVING PRIVATE SMITH



PRIMARY OBJECTIVES	Heal Private Smith Steal the Radio Codes from the safe Use Private Smith to radio HQ
SECONDARY OBJECTIVES	Free the Green Beret Save the Sapper Rescue the Sniper

WALKTHROUGH

Saving Private Smith is a search-and-rescue operation. Although you can control the Sapper, the Green Beret, and the Sniper, the enemy has captured these three Commandos. The only free character at the start of this mission is the Thief—he's not good in a fight, but his climbing abilities are vital here. You can't rescue Private Smith unless you rescue your comrades first.

Starting by the wreckage of the crashed plane, the Thief needs to rescue his comrades—the Green Beret, Sapper, and Sniper. Locate the Officer on the balcony of the nearby building. Monitor his vision. When he isn't looking (when he walks away from the green door), run to the wall of the town so you are standing below the building. Climb up to look through the small window above the balcony. Don't ascend to the window until the guard on the balcony walks past the post in the middle of the balcony, walking from right to left. Look through the window to see the soldier inside.



Watch the vision of the soldier on the balcony.



Don't worry about the rain. It lets up shortly.

SAVING PRIVATE SMITH



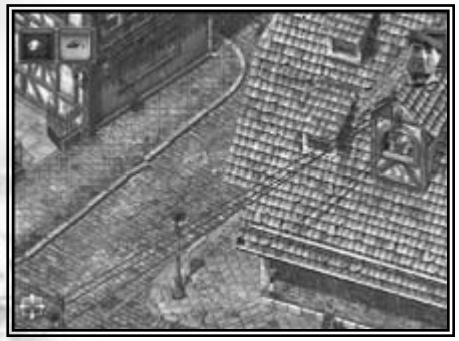
Wait for the Officer to walk the other way before you climb to the window above.

The Green Beret is in the room, guarded by a single Lieutenant. When the Lieutenant has his back to the window, hop through it. Stand behind the Lieutenant and knock him out with a punch. Free the Green Beret. Take control of the Green Beret and tie up the unconscious Lieutenant before he wakes. Open the door and knock out the next guard. Tie him up and move him into the room with the Lieutenant. Take the guard's Rifle. Search the wooden box to find the Green Beret's favorite toys: Knife, Pistol, Cigarettes, and the Decoy.



Hop through the window to free the Green Beret.

Keeping control of the Green Beret, look out of the middle window opposite the room you were in. Notice the telephone wires. Move the Green Beret across the wires to the next house (the one with the small garden). None of the German soldiers look up.



Look out the window to see the telephone wires.



Have the Green Beret swing across the telephone wires to reach the nearby house. The soldiers never look up and spot you.

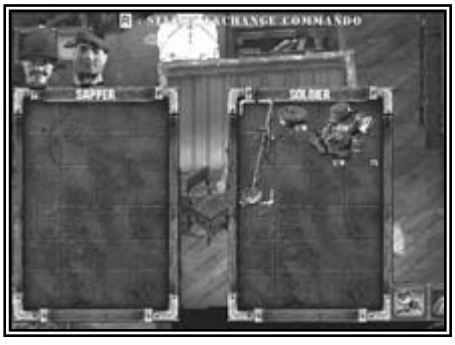
In the next house, stay away from the trapdoor in the floor—the soldiers downstairs may spot you. A soldier below regularly runs between the two levels of the building. Wait until this soldier moves to the ground floor before climbing down the ladder and knifing the soldier standing next to it. Pick up the body and carry it into the small room where the soldiers are holding the Sapper. Close the door so you're not spotted when the patrolling soldier returns. Free the Sapper. Take control of the Sapper and search the guard's body to recover the Mine Detector and a Mine.



Drop to kill the guard after the patrolling soldier moves to the lower floor.



Hide the body in the small room where the soldiers are holding the Sapper.



Search the soldier for the Sapper's tools—the Mine Detector and several Mines.

Take control of the Green Beret. Wait until the patrolling guard is outside the door with his back to you. Open the door and knife him. Search the dead soldier to get a Machinegun. Pick up the dead soldier and carry him to the other room on this level—it contains two Germans and a large chest. Drop the body on the floor opposite the stairway and close to the back wall. Stand to the left of the room's door and knock on it. When the first German comes out to investigate (and spots the dead body), knife him. Repeat the process to dispatch the second soldier.

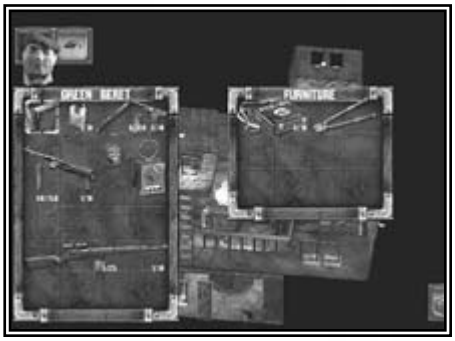
Take out the remaining men on the top floor. Lure them out of the small room with Cigarettes. Head up the ladder to take care of two more soldiers. Search the bodies to find a Sniper Rifle and more ammunition. Move down the stairway and, by monitoring the vision of the soldier standing below, creep up and knife him. Search his body for more ammunition for the Rifle you picked up earlier. Creep up behind the remaining soldier and kill him. Search the furniture and the wooden box to find a First Aid Kit, Grenades, another Pistol, Wirecutters, a Ladder, and some Cigarettes. You also find a piece of the bonus picture. Give the Grenades to the Sapper.



Lure the soldiers from the small room by opening up the door so they can see a pack of Cigarettes.



Head up the ladder and deal with the two soldiers. One is a sniper, and you receive a Sniper Rifle when you search the body.



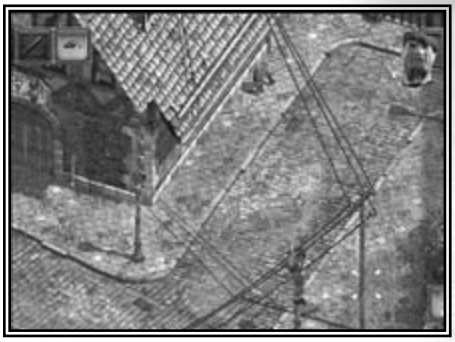
Search the furniture downstairs. You find a pair of Wirecutters and a First Aid Kit.



Also downstairs in the bookcase is the first piece of the bonus picture.

You can't walk out of this house—the streets are crawling with German soldiers, and the door is locked. Send the Green Beret across the telephone wires and back to the first building (where the Thief waits). In this building, climb the ladder to the level above and knife the two guards there. Return to the room below. Look through the trapdoor in the floor. In the room below, there are two soldiers you can see and several you can't. Position the Green Beret to automatically cover the trapdoor with the Machinegun. To entice the soldiers, give the Thief a Pistol and have him fire a shot. The Green Beret can kill most of the soldiers who appear.

Have the Green Beret swing along the telephone wires to the original building where the Thief is waiting for you.



The house below is empty of soldiers now. Search the furniture. There are some Binoculars in the large bedroom, some Sniper Rifle ammunition, and two pieces of the bonus photo in the other rooms. A stairway leads to the ground floor where several enemy soldiers wait to ambush you. Leave it for now and look through the door in the bedroom. You see the guard on the balcony that you climbed past earlier. Send the Green Beret to kill him. Use the Thief's Ladder to provide the Green Beret with a safe route to ground level.

SAVING PRIVATE SMITH



Take care of the soldiers in this building.

There's a soldier to the side of the building (beneath the telephone wires). Lure him toward the railings with Cigarettes and knife him. You can't get any farther until you clear the ground floor of this building. Use the Thief to look through the window on the side of the house where you used the Ladder (watch out for the eagle-eyed guard patrolling the green steps across the square). When the soldier inside has his back to you, send the Thief through the window to open the door from the inside. Send in the Green Beret to do the killing.



Send the Thief downstairs to eliminate the guards.



Head out the bedroom window and onto the balcony to kill the patrolling Officer.



Use a pack of Cigarettes to lure the guard away from his patrol route.



Send the Thief through the window to unlock it from the inside so the Green Beret can move in to clean up.

Several enemies lurk on the ground floor of this building. Distract and Disable those you can't sneak up on. Search the bodies to find a Blowtorch and some Machinegun ammo. Search the cupbords behind the bar to find Wirecutters. Send the Thief across the telephone wires to the house where you freed the Sapper. Use him to unlock the ground floor door. Take control of the Sapper and look through the door.

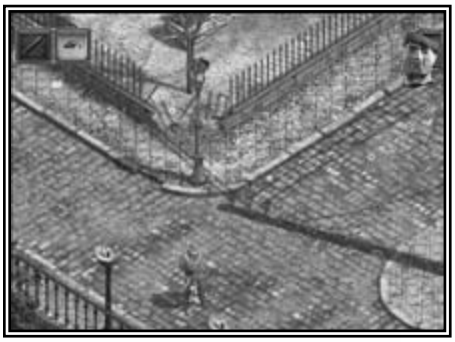


After you clear the soldiers from this level, check the crates and bookcases for extra ammunition and supplies.

The Sapper can see a Lieutenant on the grass outside, a soldier in the bunker, and a patrolling guard walking up and down the street that runs along the map's edge. When the patrolling guard is busy in the town square, move the Sapper out the door and knock out the Lieutenant. Tie him up and drag him inside. Take care of the patrolling guard. Only the soldier in the bunker remains. Shoot him. Before you can move freely on this side of the river, eliminate the guards stationed in the square.



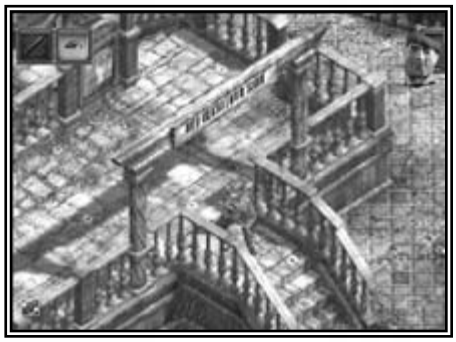
The Sapper can see three enemies from the door. There's a Lieutenant on the grass, and this soldier in the bunker.



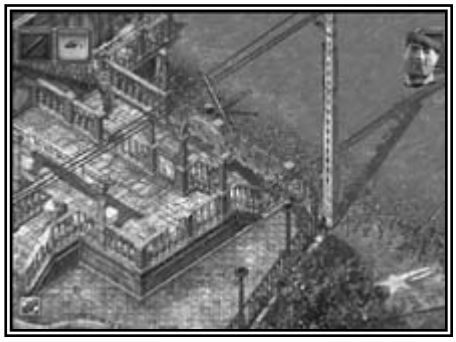
The Sapper can also see this guard who patrols the road along the edge of the map.

You must kill several guards in this square. The closest soldier patrols in front of the two buildings you cleared. Across the street, a soldier commands a view of the square while troops guard the area around the green wooden building. On the opposite side of this building, several soldiers guard the end of the bridge. Other soldiers look out of the building—one gazes across the river, one looks across the square, another stands in a window.

There are several soldiers in this square whom you must eliminate. Take your time and get rid of them one at a time.



Zoom out to get a tactical view of the square.



Guide the Green Beret (with a full Rifle) into the house where you found the Sapper. Move him up to the window where you killed the sniper and look through the window to get a view across the square. Shoot the soldier who patrols the front of the building. His death lures another soldier—shoot him, too. This soldier's death brings another guard and the soldier who was watching the square from the window of the green wooden building. Shoot these guards as well.

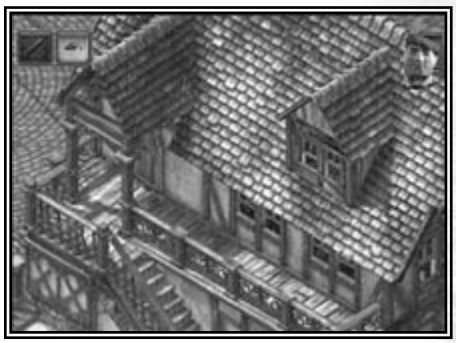
Move the Green Beret from his firing position across the square to stab the remaining soldiers. Watch out for the guard patrolling the steps at the back of the green wooden building.



Shoot this guard on the corner to start things.

Search the bodies for ammunition. With the square cleared, approach the third house (where the guards are holding the Sniper) from the green wooden steps. For now, only the Thief can climb up to the door. To enable the rest of your team to follow him, drop a Ladder over the side. If you don't have a spare, run to the bar and pick up the Ladder you used there. After this is in place, position the Thief and the Green Beret on the balcony. If the guard patrolling the stairway that leads down to the river is alive, use the Green Beret and knife him.

Only the Thief can climb up to the door.



Look through the first set of windows to see the guard patrolling the stairway inside this building. When the guard moves down the stairway, send the Thief through the window to unlock the door—he's the only one small enough. When the door is unlocked, take control of the Green Beret, enter the building, and dispatch the guard. Knife the second soldier who's kneeling at a downstairs window. Pick up and drop a dead body within sight of the doorway that leads to the other rooms. Stand to the left of the doorway and knock on it. This lures out one soldier who runs to examine the dead body. Quietly kill him.

The rest of the soldiers won't fall for this trick. Knock out the Officer in the next room when he has his back to you—it's quieter than stabbing him. Knife the sniper at the window and steal his Sniper Rifle. Sneak into the remaining room and stab the guard torturing your Sniper. Free the Sniper and equip him with the Sniper Rifle. Search all furniture. Some Sniper Rifle ammunition and a bonus photo piece are in the cupboard. Find another bonus photo piece and some more Binoculars in the chest of drawers on the lower level.

Using the Green Beret and the Sapper (one equipped with a Machinegun, the other with a Rifle), locate the trapdoor on the ground floor. Position the Commando with the Machinegun facing the trapdoor and specify a field of fire that covers it. Position the Sapper so he can also aim at the trapdoor. Both Commandos should lie prone. Using the Sapper, fire a shot to attract the attention of the soldiers below. As the three soldiers come up, the Green Beret can mow them down. As usual, search the bodies for extra items and ammunition.

Send the Green Beret into the room below to kill the remaining soldier with his Knife. Use the Thief to open the safe here and get the Radio Codes inside. Take control of the Sapper and throw a Grenade through the window (opposite the trapdoor) to blow up the four soldiers guarding the end of the bridge outside.

NOTE

Notice the radio here. You must bring Private Smith here after you rescue him—he needs to operate the radio to complete the mission.

Move the Sniper to the room where you found him, and look through one of the two windows to get a view across the river. Activate the Sniper Rifle and highlight enemy soldiers. Shoot the soldiers you can see from this position. When you shoot the guards, you can get the attention of others. Shoot them as they come into range.



Have the Sniper pick off the soldiers he sees across the river.

Having eliminated some of the threats on the opposite side of the river, attempt to cross it. Send your Sapper to the water's edge at the back of the green house. Cut the wire fence using the Wirecutters, and use the Mine Detector to locate the hidden Mines in the river's shallows. Defuse these Mines and swim the Sapper across. Send the rest of your team—make sure that the Thief brings his Ladder and that one of your Commandos is still carrying the Blowtorch. Don't worry if your Sniper is running low on ammunition. You have plenty of opportunities to pick up bullets from enemy snipers stationed on this side of the river.



Use the Sapper to defuse the Mines in the river's shallows.

After you cross the river, move your squad down to the section of wall opposite the plane. Stay low. Pick off the soldiers close to the river, allowing you to get a foothold in this part of town. Take control of the Sniper and shoot soldiers who block your path. Move along the riverbank and climb onto the jetty. Go up the steps and shoot the soldier in the bunker. Take control of the Green Beret and use his Rifle to shoot the nearby soldiers. Bring up the Thief to unlock the metal crate near the bunker. Take the two Remote-Controlled Bombs and the Sniper Rifle ammo.



Move your squad down to the wall opposite the plane.

When you control this end of town, move through the buildings as shown, starting with the shattered ruins. Use the Green Beret to stab isolated soldiers. Otherwise, lead with the Sniper and use his stealthy, long-range sharpshooting ability to pick off enemy soldiers. Clear the shattered ruins of German defenders—the higher the difficulty level you play, the more targets you face. Notice the sniper.

Kill him using your Sniper and search his body for extra ammunition. The key to this part of the town is to identify where the enemy soldiers are and what they can see.



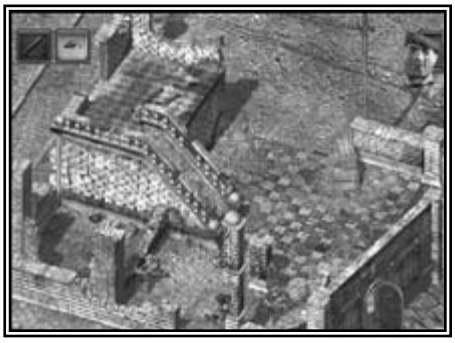
Move through this end of town by picking off the soldiers in the shattered ruins.



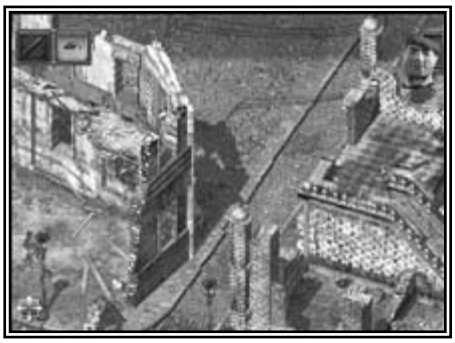
Get rid of the enemy sniper up. Search the body; you can use the extra ammo.

Turn your attention to the building near where the enemy sniper used to be. Several enemy soldiers are using it for cover. Attack with a combination of Sniper and Rifle fire. Lead with the Sniper and attack the building from behind. Use the Thief to unlock the metal crate here, and give the Grenades you find inside to the Sapper. Zoom out to get a better view of the battlefield; this helps you deal with this section of town.

Use the Sniper and the Green Beret to clear out this building.



Another two snipers are around the building near the church. Shoot them and the guards next to them. Kill the soldiers attacking the Allied soldiers. The only live enemies remaining are the soldiers guarding the wooden bridge in the map's corner. Before you rescue Private Smith, locate and unlock the metal crate in the hole next to the church. It contains a Bazooka, another Remote-Controlled Bomb, and some Sniper Rifle ammunition.



Clear out the soldiers attacking the Allied troops. After you get rid of them, the only enemies will be guarding the wooden bridge in the map's corner.

Before you approach the building defended by the Allied soldiers, secure the rest of the town by killing soldiers below. Stay low so the soldier hiding on the bridge does not spot you. Use the Green Beret to stab the soldier on the metal stairway. Use a combination of the Sniper and the Green Beret to clear out the soldiers. After you eliminate them, switch control to the Sniper to kill the soldier near the guard hut on the bridge.

The last concentrated group of enemies is here below.



Rotate the camera to get a good view of them. Use a combination of the Green Beret and Sniper to take them out.



Give the Thief a First Aid Kit. Guide him into the church via the small hole. Use a First Aid Kit on the wounded private, then take control of him. Have the Thief unlock the main door leading out of the building. A tunnel leads through the sewers and out onto the riverbank. It leads to soldiers you've yet to kill.

NOTE

The Grenadier with the private also carries a Bazooka. Give this to the Sapper later to increase his ammo.



The Allied soldiers and Private Smith are at the church shown here.

Find the remaining bonus photo piece. You should already have five. The final piece is in the crashed bomber that lies in the river. Use the Sapper and the Blowtorch on the severed rear of the aircraft. This leads you inside—careful, two soldiers are there. Carry a Rifle and kill them. Find the bonus photo piece in the large cabinet.

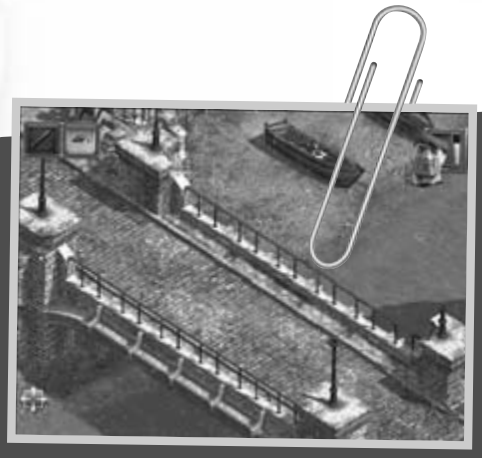


The last piece of the bonus picture is in the rear of the aircraft. You need the Sapper and the Blowtorch to get at it.

To complete the mission, guide Private Smith from the church where you found him to the radio room in the basement of the green wooden house. To get there, kill the soldiers on the opposite side of the wooden bridge. Lead with the Sniper, and use him to kill the enemy soldiers stationed around the bridge and the wrecked tank on the riverbank. When you reach the radio room, select Private Smith and activate the radio to finish the mission.

Take out the soldiers on the opposite side of the wooden bridge. Take Private Smith to the radio room to finish the mission.





BONUS MISSION

Your objectives in this bonus section are to resist an enemy counterattack and destroy the four tanks that support it. You fail the mission if the enemy kills too many Allied soldiers, so prepare before you select the "Launch Invasion" icon at the bottom of the screen. Using the Sapper, locate the wrecked tank next to the river. Use the Mine Detector to search the ground in front of the tank. Locate and defuse the two Anti-Tank Mines and pick them up.

Move a Commando close to the Allied soldiers in the church so you can control them. Position the soldiers on the bridge. Order them to provide covering fire along its length in both directions—four facing one way, three the other. When the attack happens, the Allied soldiers can defend themselves.

The invasion comes from several directions at once. Kill as many soldiers as possible without losing your men or a significant number of the Allied soldiers. The Anti-Tank Mines destroy three of the four tanks that accompany the invasion. Keep an eye out for the fourth one—the Sapper needs to detonate the Remote Controlled Bomb manually.

CASTLE COLDITZ



PRIMARY OBJECTIVES	Retrieve the Code Book from General Heinz Retrieve the Code Template from Field Marshal Desfell Retrieve the Encrypted Map from Major General Rudolf Rescue the Thief without setting off the alarm Join the three parts of the secret plan and transmit it via the Allied radio Escape in the Balloon
SECONDARY OBJECTIVE	Distribute enemy uniforms to the prisoners

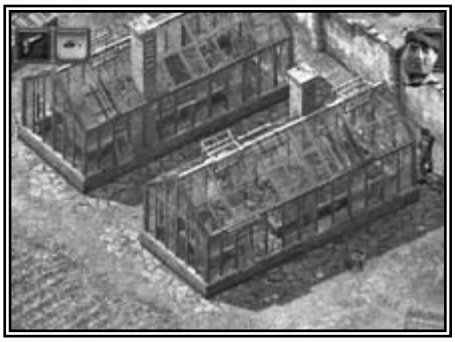
WALKTHROUGH

Castle Colditz is an enormous map. The infamous prison itself has over 100 rooms to explore. If that isn't difficult enough, your Commandos (the Green Beret, Spy, Driver, Sapper, and Thief) all start in separate locations. The first four are located outside the castle walls. The Thief's situation, on the other hand, is much more desperate—he's been captured and faces a firing squad. You have little, bar the Commando's standard equipment and your wits, to use in breaking into the castle. If it looks daunting, that's because it is daunting.

Start with the Green Beret, moving him behind the nearby haystack, then dodging the patrolling guard to sneak to the side of the greenhouse. Use the Decoy to lure the guards away from his positions, then place the Decoy within earshot of the first guard. Activate it to draw the guard in, then deactivate it. When the guard turns to walk away, sneak up and stab him. Kill the second patrolling guard the same way. Search the second guard for Cigarettes, which will allow you to lure one of the two Lieutenants away from their position. Simply sneak up and stab the last Lieutenant. Finally, take care of the guard patrolling in front of the large house.



First, take control of the Green Beret and deal with the guards located here.



Use the Decoy to distract the first guard. When he walks away, stab him from behind.



Use the Decoy again to eliminate the second guard.



A pack of Cigarettes distracts the first Lieutenant. When he is out of the way, sneak up behind the second Lieutenant and stab him.

Switch to the Sniper. Knock out and tie up the nearest guard when his compatriots are looking the other way. Entice the guard from his position on the dirt track using the Sniper's Cigarettes. Next, move across the road to the small building and entice the guard away from the bridge. There's nothing of real interest in the building, so move on. Don't forget to search every corpse.

Shoot the guard across the river when he's at the lower end of his patrol route. Next, take out the soldier on top of the building, and put a bullet in the other soldier who comes to investigate the dead body. Finally, take out the soldier who has a view of the bridge from the walls of the castle. Cross the bridge, taking care not to be spotted by the guard at the end of it. Double back, crawl under the bridge, and head toward the Green Beret. Shoot another soldier on your way to link up with the Green Beret.



Switch control to the Sniper. Take out the nearby guards one by one.



Shoot the guards so you can sneak across the bridge.



Once the guards are out of the way, head across the bridge. Double back to crawl underneath it to link up with the Green Beret.

Take control of the Green Beret and kill the guard standing next to the bus shelter. Follow the road around to locate the next patrolling guard. Lure him away from his normal route with Cigarettes. There are three buildings near the Green Beret's start point. Leave the two smaller buildings and investigate the larger one.

Enter the house via its side entrance, killing the Officer in the first room. Check the cupboard to find Binoculars, Poison, and a Trap. Pick up the Poison; the Spy will need it later. Next, kill the man wandering around in his underwear—the cupboard in this room contains some Cigarettes, and the bathroom has some Poison. Double back and kill the two soldiers in the kitchen—they are unarmed and don't raise the alarm. Two Officers remain. If you enter their room via the kitchen, you can search two cupboards without being seen. Kill the Officers with the Machinegun (aim between them), then kill the two guards who climb down from the rooms above.



Use the Green Beret to kill the soldier by the bus stop.



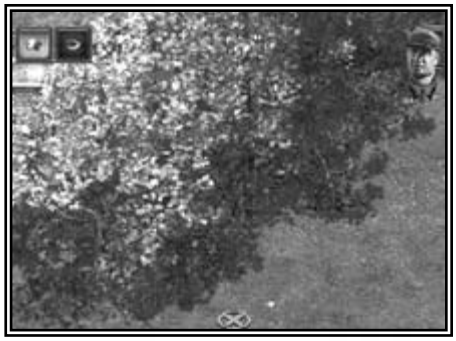
Continue up the road and use a pack of Cigarettes to lure this patrolling guard.



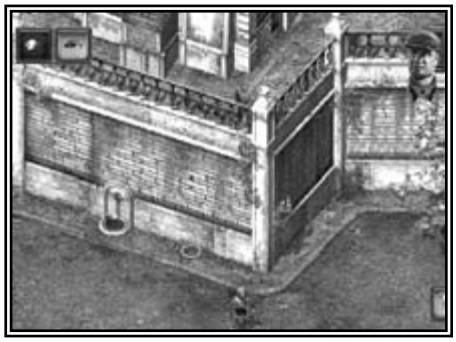
Ignore this smaller house. Go into the larger one next door to get a lot of goodies.

Switch to the Driver and lure the patrolling guard away from his route using Cigarettes. Steal the guard's Machinegun and his uniform. Don the uniform to walk past the guard standing on the wall above. Walk behind the staff car and the small church to hide in the trees next to the ramp. Lure the guard standing opposite the ramp using Cigarettes. Knock him out, tie him up, and hide him in the trees. Watch out for the three-man patrol walking around town. Knock out the guard next to the ramp, tie him up, and hide him with the other guard.

Switch control to the Driver. Eliminate the guard to steal his uniform.



Walk along the wall in the uniform of the German soldier. If you walk out in the open, the guard above figures out you are an imposter and sounds the alarm.



Sneak past the staff car and behind the church. Hide out in the trees.



Use the Cigarettes to lure away the two guards near the ramp.



Take control of the Spy. Look through the main door and wait until the patrol passes. When the coast is clear, move the Spy to join the Driver in the trees. Switch to the Driver, then move him behind the small church and up behind the staff car. Kill the two Lieutenants with a Molotov Cocktail, then use the Driver to knock out and tie up the two guards standing in front of the small church. There are reinforcements inside the church, so don't venture inside.



Watch out for the three-man patrol as you sneak the Spy out of the large church and to the Driver's position.

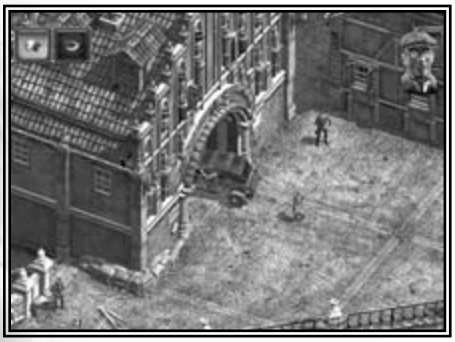
Use the Molotov Cocktail to take out the two Lieutenants by the staff car.



Dress the Spy in a German soldier's uniform and get into the staff car. Drive it up the ramp and through the gatehouse toward the door that leads into the castle. Get out of the car and walk into the courtyard. Head across the courtyard (ignoring the Thief, the firing squad, and the Lieutenant) and go through the small door in the wooden gates opposite the front door. Walk across the area and through the door. In the next room, head down the stairway.



Hop into the staff car and drive to the Castle Colditz.



Be careful with your driving. Get too close to the guards and they'll figure out you shouldn't be there.

Get out of the car and head through the front door.

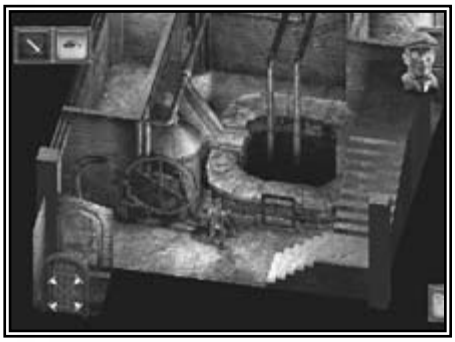


Walk right past the firing line. You can't save the Thief yet.



In the larger room, locate the guard patrolling the corridor opposite the stairway. Knock out this guard with two jabs from the Spy's Syringe. Search the unconscious guard and take his keys and Rifle. Use the key to unlock the door, which opens into the area of town where the Green Beret and the Sniper lurk. Move the Green Beret and the Sniper through the door and into the castle, using the Green Beret to stab the unarmed soldier. Drop prone and crawl upstairs.

Head through the castle to this room. Use the Spy's Syringe to knock out the guard who can see the door. He has a key to unlock the door that leads outside.



You unlocked the back door. Now sneak the Green Beret and the Driver in.





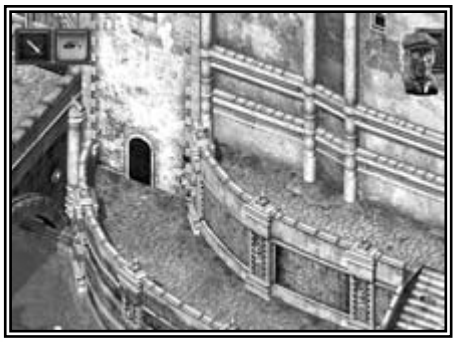
NOTE

If you trip the alarm, the firing squad kills the Thief. Take your time as you move through the castle—save often. One misstep and your Comrade is history.

In the room above, use the Spy to distract the patrolling guard while the Green Beret quietly knocks out and ties up the two soldiers. Stab the soldier who has been distracted by the Spy, then search the dead bodies and the furniture for extra items. Go through the door that doesn't lead outside. Ignore the stairway and go through the other doorway that does lead outside. Move across to another door, sending the Spy in first. Draw one of the two soldiers out using Cigarettes. Use the Spy's Syringe to drug and disable the guard. Kill the final guard.



Use a two-man attack with the Spy and the Green Beret. The Spy distracts the guards while the Green Beret kills them.



Head back into the castle via this door.

Follow the stairs up, leading with the disguised Spy. Distract the soldier in the corner so he can't see the Lieutenant at the window. Bring up the Green Beret and stab the two men. Upgrade the Spy's disguise by stealing the Lieutenant's Uniform, then send the Spy up the stairway. There are more soldiers here. Use the Spy to distract the moving soldier, then position yourself so that the distracted soldier is facing away from the stairway. Again, bring up the Green Beret and kill the soldiers.

Use the disguised Spy to distract the soldiers as you climb up the stairs.







The Green Beret can follow the Spy and take care of the guards.

Send the Spy through the door directly opposite the end of the stairway. This is where you'll find Field Marshal Desfell. Throw a pack of Cigarettes into the corner of the room, behind the soldier near the gun cabinet. This attracts the General. If the Spy has enough Poison remaining, drug the General and tie him up. If not, bring up the Green Beret when the Spy has thrown the Cigarettes into the corner. Use the Green Beret to kill the remaining German troops. Search the coat in the corner to get the Code Template.

You have found Field Marshal Desfell.



Use the Green Beret to eliminate the enemy in the room.





Search the coat over in the corner. It holds the Code Template.

Send the Spy into the stairwell and use the Distract and Disable method to kill the soldiers patrolling the area. When the area is clear, move the Spy down to the bottom of the stairwell and through the doorway. In the corridor beyond, distract the soldier and kill him with the Green Beret. The other door leads out into the courtyard where the Thief is facing the firing squad. Go through the doorway and walk across the courtyard to leave the castle grounds. Watch the movement of the Lieutenant. Move the Green Beret outside when the Lieutenant's back is turned.

You need to sneak the Driver inside. Wait until the Lieutenant has joined the soldiers in the square, then distract the soldier guarding the gateway to the castle. When the Lieutenant's back is turned, use the Green Beret to stalk and kill him, then stab the guard outside the nearby building. Kill the distracted soldier and distract and kill the guard at the top of the ramp. Move the Driver from his position outside the church to join the Green Beret and the Spy. Watch out for the patrol as you move, then position the three Commandos near the castle door.



Head out of the courtyard again and get outside of the castle. Get the Spy outside so he can distract the guards.



With the guards distracted, you and the Spy can get the Driver into the Castle.

When the Lieutenant in command of the firing squad isn't looking, move the Commandos through the lower doorway one by one. Guide the group into the large stairwell and move to the top level. Send the Spy through the doorway to the left of the stairs. Wait until the patrolling guard reaches the top of the wooden walkway and distract him. Send in the Green Beret to kill the distracted guard and the second guard working on the cannons below. Look through the door into the mess hall.

The mess hall is filled with soldiers. Even the Spy will be spotted if he's not careful. Wait until the white-shirted man leaves to join his comrades, then crawl the Green Beret across the room, keeping as close to the far side as you can. You should be able to make it all the way across and into the corridor beyond. Repeat this process for the other members of your team. Save the game before you make each attempt. Should the alarm go off, the firing squad will open fire on the Thief in the courtyard below, and you'll have to restart the mission.

Get your team through the mess hall when the white-shirted enemy joins his comrades.



In the room beyond the mess hall, take the stairway down. If you get lost at any point, call up the Notebook and highlight the objective featuring General Heinz. Select the Objective icon when it appears onscreen, and the game will display a bright yellow arrow that points toward the next objective. In the stairwell below, send the Spy through the large double doors and into the room beyond.

The Code Book is located in a coat in the corner of the room. The trick is getting there without being spotted—there are two Officers who can see through your disguise at the end of the room. Start by distracting the Lieutenant on the right of the room. Bring in the Green Beret and knock out the white-shirted soldier. Knock out the second Lieutenant when he pauses to look out of the window. Kill the distracted Lieutenant. Lure the Officer who is not looking at the coat stand (General Heinz himself) into the corner with Cigarettes and knock him out as well. Creep up behind the remaining Officer and stab him. Search the coat to find the Code Book. Grab an Officer's Uniform for the Spy.



Beyond this door is General Heinz.



If you mess up the alarm will sound, and the Thief will be a goner.

Look through the wooden door to the right of the room you've just left. This should give you a view of the inner courtyard where the Thief is facing the firing squad. Send the Spy through the door and distract the soldier outside. When the Lieutenant in charge of the firing squad isn't looking (he stands at the end of the line), send in the Green Beret to stab the distracted soldier. Remove the body before the Lieutenant looks back.

You can't distract the guards or the Lieutenant to free the Thief—as soon as you mess with the firing squad, they open fire. Swap back to the Driver and arm him with a Molotov Cocktail and a Rifle with at least three bullets. When the Lieutenant walks back to join the line of soldiers, throw a Molotov at the soldier standing next to him. Three soldiers should be caught in the fiery blast. Take the remaining two out with the Rifle. Free the Thief by talking to him—don't worry about the alarm; it will fall silent eventually. Start stripping the soldiers of their clothes. You have more objectives: distribute uniforms to the prisoners so they can escape, combine the three parts of the plans, and use the Allied radio.



Watch out for the guards around the courtyard as you try to free the Thief.

You have one last piece of the plan to find. Send the Spy through the small door on the same side of the wall as the door you used to enter the courtyard. Walk through the corridor and into the large stairwell from earlier. Climb the stairs to the middle level, and head back into the room where you picked up the Code Template and killed Field Marshal Desfell. Move through the door opposite the coat stand. Walk through the infirmary beyond and search it to find more Poison—you need at least six doses. Go through the only other door to find yourself on a walkway, high above the inner courtyard.

There are two Officers and a soldier in the room beyond. Open the door and move away from the doorway. Distract the pacing Officer when the white-shirted soldier is on the other side of the room. Jab him twice with the Syringe and tie him up. Take care of the white-shirted soldier in the same way. Monitor the vision of the last remaining Officer (Major General Rudolf), and creep behind him when he stops to read. Jab with the Syringe and tie him up. Search the coat stand in the corner to get the Encrypted Map. You have all three parts of the plan.



Head back up the large staircase. You have to find the last piece of the plan.

The prisoners are held in the opposite side of the castle. Move the Commandos to join the Spy, killing any soldiers along the way and stealing their uniforms. Don't use any guns—this will only bring reinforcements running. Move quietly past the room where you found the Encrypted Map. Kill the guard at the bottom of the stairway outside Major General Rudolf's office. Head down the stairway and into the room beyond. Distract and Disable the guards, then leave via the only door. Always lead with the disguised Spy because he can scout ahead.

In the outside area, distract and kill the guard, and rob him of his uniform. There's a doorway and an archway here. Try the doorway first. Lead with the Spy and Distract and Disable the guards inside. Head up the stairs and take out the soldier and the Officer. Head back down the stairs and out to join the others. Take the archway that leads into another inner courtyard. Bring your team into the courtyard and send the Spy into the building.

Your Commandos can hold up to 30 uniforms, 10 of each type—soldier, Lieutenant, and Officer. Give each prisoner a uniform, and when each prisoner is unguarded, he can make his own escape. Work through the buildings here using a combination of the Spy and the Green Beret. They make a great team.

In the first building, you find a total of 18 prisoners. There are four on the ground floor, one in the corridor, and three in the chapel. On the first floor, above the chapel, you find another four captives. There are five more POWs on the

floor above. Distract the guards using the Spy and kill them using the Green Beret. There's one more Prisoner on the roof. Reach him by climbing the ladder.



There are 14 prisoners held in this building. Give the prisoners uniforms, and they will escape.

Move next door. This building has four doors and 14 prisoners held inside. Behind the first door, you find four POWs cleaning the showers on the ground floor. Kill the soldier who guards them. Head into the second door and kill the soldier patrolling the ground floor level. There are six prisoners on the first floor. Take your time and clear it of enemy guards, freeing the POWs as you go. Head up the stairway to the second floor. There are two more prisoners here—free them without alerting the guards. Climb the ladder to free the two POWs in the attic. Leave this part of the building. There are no POWs behind door three. This door leads to the bell tower and the radio.

Work your way around the courtyard hitting up each building in turn. You have to free the prisoners to complete the mission.



The fourth door (a set of double doors) leads into a shattered theatre. There's a single POW on the stage. Enter the next building via the stage door. There are three prisoners in this area—two in the gym, another in a small room on the other side of the room layout. Head up the stairway; there are three POWs on the first floor. Go up another level to find two more. Search the shelves to find three bonus picture pieces. Go up the stairs again onto the next floor. There are two more POWs here and four more bonus photo pieces.

Head through the door into a series of green-walled rooms to find six POWs. Free them and search the furniture to find two bonus photo pieces. Climb the ladder to reach the attic above. Give uniforms to the two POWs you find here. Return to the courtyard and enter the building with the flat roof. You find two prisoners on this ground floor plus one bonus photo piece. Head down to the basement and free another POW. Search the shelves to find two more bonus pieces. Check your Notebook to see whether enough prisoners have been freed.



This is the last building that holds prisoners.

Go to the courtyard and take the door that leads to the bell tower and the radio. Kill the guards inside. Make sure the Green Beret has all three parts of the plan combined into one item. Use the radio to inform the Allies of the German's plan to blow up Paris. Leave the radio room and return to the inner courtyard via the archway. The Allies have provided you with a Balloon so you can make your escape.

Head up to the bell tower to find the radio. You have to alert the Allies of the German's plan.



To play the bonus mission, collect the remaining bonus pieces from the following locations. There are seven pieces in the shop, and three more in the small building behind it. You find another two in the building with the small greenhouse, and three in next building. There are also two bonus photo pieces to be found in the factory with three chimneys near the Green Beret's start point.



The remaining pieces of the bonus photograph are outside the castle proper in the town across the river.





You have to eliminate all of the armored vehicles.

BONUS MISSION

This mission involves tank-to-tank combat—it's good practice for the Paris mission that follows. Move the Driver and Sapper into the tank. The tank can be driven around the battlefield as you hunt the Germans. Activate the gunnery sight and fire shells into the enemy units. Destroy all of the armored units to complete the bonus mission, but watch out. If the enemy tanks get a bead on you, you're a goner. This is a great primer for the next regular mission.



Wait for the enemy tank to pass before you move out.



IS PARIS BURNING?



PRIMARY OBJECTIVES	Disconnect the detonator in the General's office Contact Natasha Use the radio at the top of the tower
SECONDARY OBJECTIVES	Obtain Mines and Grenades Steal a tank Obtain the key for the lower tower from the SS Officer

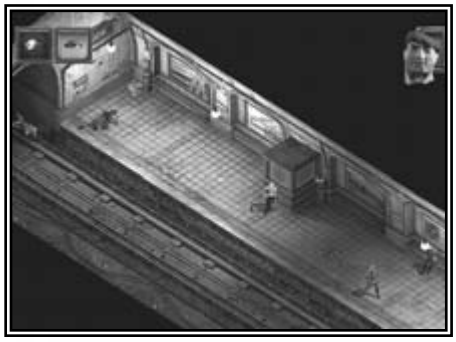
WALKTHROUGH

In this final mission, you control all of the main characters—Green Beret, Sniper, Diver, Sapper, Driver, Spy, Thief, Natasha, and even Whiskey the dog. Moving them around en masse is hardly a sound tactic. In this mission, they operate in ones and twos. For example, the Sapper and Driver, or the Spy and Green Beret, make good teams. Despite its huge size, this mission isn't quite as hard as you might think.



With everyone available, make sure you use the right Commando for the right job.

Take control of the Green Beret. Move him onto the platform and behind the small kiosk. Kill the soldier sitting on the stool when the patrolling guard walks away. Hide the body inside the kiosk. Next, kill the patrolling guard, followed by the soldier on the bench. Finally, attack the two soldiers working on the subway tracks. Before you leave this area, search the wastebasket near the exit to find the first piece of the bonus photograph.



Start this mission with the Green Beret. Use him to kill all of the soldiers in the subway.



Kill the soldier seated on the bench. Stash the body in the kiosk.



Lure the next guard away with a pack of Cigarettes.

Dress the Spy in the Lieutenant's Uniform and send him upstairs. Distract the nearest guard so he's not looking directly at the doorway, then bring up the Green Beret and kill the guard when the patrolling Lieutenant walks out of range. Place the body at the end of the corridor and wait for the patrolling Lieutenant to spot it. Stab him when he's close enough. Use the Spy to distract the soldier facing the man on the stool, then use the Green Beret to stab both white-shirted soldiers. Finally, arm the Green Beret with the Machinegun and aim at the last two guards. The wide-angle fire should nail them both.



Dress the Spy in the Lieutenant's Uniform and send him upstairs.



Check the wastebasket near the exit. It contains the first piece of the bonus picture.



Head upstairs and have the Spy distract the guards.



Meanwhile, the Green Beret kills them one by one.

Send the Spy out through the only exit. Zoom out to see what you have to deal with. You should see patrolling guards on either side of the subway entrance, plus a Lieutenant and a soldier nearby. An armored car regularly swings by too, just to make things complicated. Your first task is to contact Natasha.



Zoom out to get a lay of the land before you make your progress.

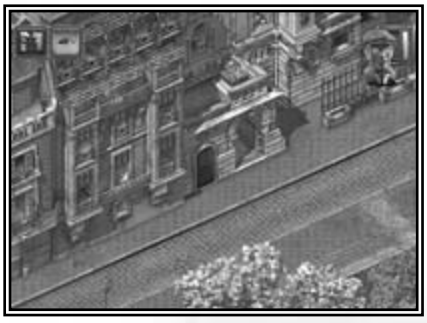
Leave your Commando squad in the subway and guide the Spy toward the building next to the Eiffel Tower. Keep to the roads and stay away from enemy soldiers in case higher-ranking Officers see through your disguise. En route, use the Syringe on the sniper at the base of the tower. Steal his Sniper Rifle to give to your Sniper later. When you reach the large building, enter via the far door.



Use the Syringe to knock out the enemy sniper at base of the tower.



On your way to the large building, watch out for these guys. They can see through the Spy's disguise and raise the alarm.



Head into the large building via the far door. Inside is Natasha.

Walk into the room and use the elevator. Natasha is on the building's top floor, so ride all the way up. Talk to Natasha and note the extra mission objectives—get the key to the Eiffel Tower from the SS Officer and use the radio at the top of the tower. Controlling the Spy and Natasha, walk back to the elevator and out of the building.



Head into the building and go see Natasha. Cross the room to the elevator and ride it all the way to the top.

Before you make the long journey back to the subway entrance, walk in via the door on the corner, collecting a Poison Bottle from the first floor. Ignore the second floor for now, but search the furniture on the third floor for another Poison Bottle. Take the two bonus pieces on this floor. Climb the stairs to the top floor, drop the Spy prone, and use the Syringe to dispatch snipers. Attack when the patrolmen below have their backs to you. Search the dead sharpshooters to get Sniper Rifle ammunition.



Go through the door on the corner of the building.



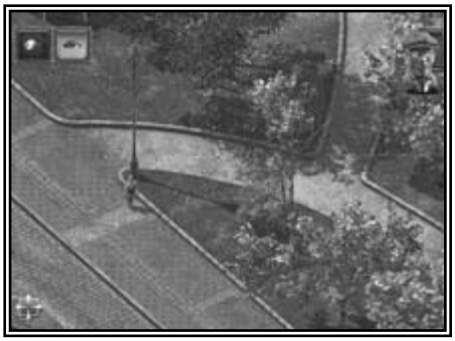
Eliminate the snipers at the top of the building. Make sure to take their ammunition; your Sniper will need it.



Give the extra Sniper Rifle ammo to the Sniper. Use Natasha and the Spy to distract the two guards nearest the subway entrance. Bring up the Sniper (crawling so he's not spotted). Then wait until the armored car has driven past on its long loop, and shoot the guard patrolling on the opposite side of the two guards. An Officer may come to investigate—hold your position and shoot him, too. Move toward the distracted guards and shoot the soldier patrolling the path nearby, plus the Lieutenant if he sees you do it. Finally, deal with the distracted guards. Watch out for the armored car at all times. If it spots you, it will open fire.



Use Natasha and the Spy to distract these two guards.



Take control of the Sniper and have him crawl up to eliminate the guard here.



Use the Sniper to take out this patrolling guard here.

When this area is clear, grab the Officer's Uniform and dress the Spy in it. Guide the Spy toward the truck parked next to the metal crates. Jump in and drive it back to the subway entrance. Load the Thief, Natasha, Sapper, and Driver into the back of the truck, then drive back to the place where you found it. Make sure that the Spy remains in the truck (as its driver) so he can protect the passengers. If he gets out, the Commandos inside will be spotted instantly.

Park the truck close to the crates, but don't touch the Barrels or they'll explode, taking the truck out, too. Monitor the vision of the three soldiers near the truck. Use Natasha to distract the soldier who looks at the back of the truck. A guard regularly patrols the path beyond the crates. Place a view marker on the metal crates and move the Thief out of the truck when the guard isn't watching. Use the Thief to unlock the crates, watching out for that patrolling guard. Take the Timed Bombs, Remote-Controlled Bombs, Grenades, and the Anti-Tank Mines that you find there.



Send the Spy out to go pick up the truck. Once there, he can hop in and drive it back to the subway entrance to get the rest of the team.



Make sure you use a view marker to watch the guards' line of sight.

When you have plundered the crates, jump back into the truck and drive back to the subway entrance. Use the Sapper to plant an Anti-Tank Mine in the road, and wait for the armored car to drive over it. Replace the Thief with the Sniper. Next, steal the unmanned tank near the large building. Make sure you have the Sapper and the Driver in the back of the truck.

Drive the truck toward the unmanned tank, then back it into the open area. When the active tank has driven by, take control of the Sapper and plant a second Anti-Tank Mine on the pathway between the trees—take care not to be spotted by the German guard on the grass. The tank will roll over the Mine on its next pass and be destroyed.



Remember the armored car by the subway entrance? It's time to go take it out. Plant an Anti-Tank mine in the road and it will be history.



Head toward the unmanned tank here.



Park the truck in this clearing; it's a good staging point to both get to the unmanned tank and to eliminate the active one.



The Sapper plants another Anti-Tank Mine. This one is for the mobile tank next to the unmanned one.



The Sniper kills the soldiers around the unmanned tank.

When the tank has been destroyed, move the Sniper out of the truck and shoot the soldiers around the tank. Start with the soldier on the street corner as shown. Shoot the soldiers who run to investigate his death. Finally, shoot the Lieutenant and any soldiers around the tank itself. Move the Driver and the Sapper into the tank. Don't worry if the alarm is raised—the tank is bulletproof, and you have taken care of both the armored car and tank that could have destroyed it.

Move around the map as you kill soldiers. Highlight targets. Either blast enemies with the tank's cannon or simply run over any soldiers that you find. Overkill? Of course it is. You can even kill any remaining snipers on the roof of the large building. Once you've taken out most of the external threats, use the Green Beret, Diver, and Thief to collect Machineguns from dead soldiers.

Pick up the keys to the tower from the dead Officer. When you have the key and your Commandos are well armed with Machineguns, turn your attention to the large building. Not only is the explosive detonator located in here, but it's also where you'll find most of the bonus photo pieces.



The Officer here at the gazebo has the keys you need.

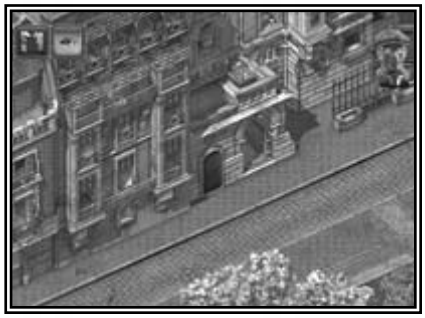
Go through the corner door again. Lead with the Spy and follow with the Diver, Sapper, Green Beret, and Thief. There's nothing of interest on the first floor, so move to the floor above. Distract the guard patrolling near the stairway. Kill him and use the Sapper to throw a Grenade through the side door, killing the Generals inside. Use a Commando with a Machinegun to kill the remaining soldiers. Next, use the Sapper to disable the detonator, then search the dead bodies and furniture for extra items.

It's back through the corner door again. This time it's up to the second floor.



Head to the third floor, Spy first. Use the Spy to distract the nearest soldier and then kill him. Position a Machinegunner in front of the two rooms here and use the Sapper to throw a Grenade into the room near the stairway. Once you've killed everyone, search the dead bodies and the furniture to find two pieces of the bonus photo (if you haven't already taken them). Send the Spy up to the top floor, bringing up the rest of your squad. Kill everyone and pick up the bonus photo piece. Kill any snipers that remain on the roof.

Return to the first floor and enter the other half of the building via the far door. Kill the soldiers inside and search the furniture to find another piece of the bonus photo. You find two bonus pieces on the second floor, plus another two on the third floor. The elevator doesn't work. Send the Thief to the roof of the building, fully armed with Rifle and Machinegun.



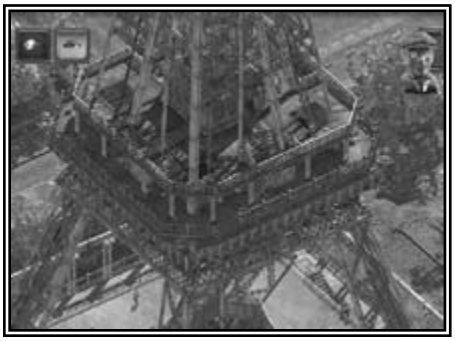
It's back to the far door to clean house a little. There are more pieces of the bonus picture in the furniture.

Finally, enter the middle section of the large building via the glass door on the opposite side. Find eight pieces of the bonus photo here: one piece on the first floor, two on the second floor, four on the third floor, and one more on the fourth floor. All but one of the bonus pieces (which is located in the subway) are in this large building.

Enter through the glass doors on the opposite side of the large building. There are eight pieces of the bonus photo in here.



To complete the mission, give the SS Officer's keys to the Spy and send him across to one of the entrances marked "E" at the base of the Eiffel Tower. Open the door with the keys and use the elevator to go up as far as it takes you. Leave that car and enter the central part of the tower to take another elevator car up. Keep climbing (using ladders when the elevator has risen as high as it can go), and use the radio at the very top of the tower itself.



Get up to the top of the Eiffel Tower. The radio is at the very top. Great job Commando. You did it.



This is a difficult bonus mission. You must take your time to set up the ambush.



BONUS MISSION



Have the Green Beret toss a Grenade into the tight formation of troops before the battle starts.

In this bonus mission, organize a small band of 10 Allied soldiers to resist an invasion by a superior German force. In addition to the 10 troopers (each armed with a Rifle and unlimited ammunition), you control the Green Beret, Sniper, Sapper, and the Driver. The key to success here is to find a defensible position with long fields of fire and to wisely use your resources.

Set up defensive positions so that you catch the enemy in a crossfire. Do not place your defenders too close together—the enemy has Grenadier units that can wipe out your forces in seconds if you don't spread them out. Place Allied soldiers in advanced positions, and kill the enemies before they reach your start point. Use the Sapper to set the Mines. Move the Sapper along the bottom of the screen and sneak him up to the wall in front of the enemy. Throw a Grenade into the ordered ranks of German soldiers to kill as many as possible, then run back to your lines. It's a tough mission.